



GAME REVIEWED ON MEGADRIVE, GAMEBOY, NINTENDO AND SEGA!

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One of the Middle East's craziest dictators has finally achieved nuclear capability and is threatening to zap anyone who stands in the way of his mad ambitions.

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And who knows, you too may even get an honorary knighthood and a hero's nickname!





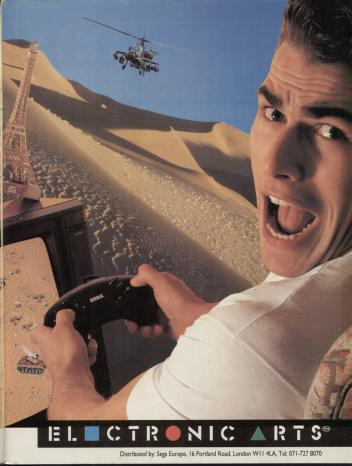


"A brilliant, original Mega Drive game that will keep blasting fans entertained for weeks" 94% & Mega Game Award - Mean Machines

"One of the cleverest and most playable Mega Drive blasts to date..... An absolute must." 93% & Hyper Award - Megatech.







FDITORIAL

The man with the master plan, Jaz Rignall, returns with another fine introduction to the masterful organ that is MEAN MACHINES. Will your frightful, horrible, offensive, displeasing and indeed morally objectionable fizzog deface our pages in Insult Corner?

NEWS

Because MEAN MACHINES is the most respected (not to mention best-selling) consoles magazine, we find out all the juicy news before everyone else does. On these pages, we set out exactly what you should know. Of course, we know plenty more, but we're not telling.

MEAN YOB 24

He's the man with the biggest brown sack in existence and it's full of your correspondence. MEAN YOB doesn't mind what he reads, be it useful suggestions or ideas, cheeky insults or brain-dead drivel. Be warned though, should you opt for the latter you face the wrath of the man whose insults left the taste barrier behind some years ago.

Q+A

This is the nineteenth Q+A section, so if you haven't figured out exactly what it is and what purpose it serves by now. you obviously have the intellect of some of the people who write in with ridiculous and indeed absurd questions.

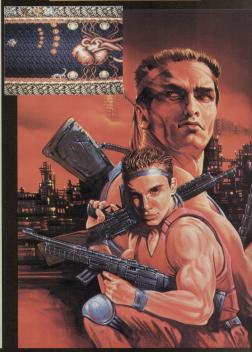
30

TIPS

Once more, we've put together SIX packed pages of cheats, tips and amazing info that should help you out with some of your console games - and at no extra cost to the piffling £1.75 you pay for MEAN MACHINES. Also included in this issue's tips fest is a massive four-page Rad Gravity maps special! Megadrive owners also get the full low-down on John Madden Football '92 Cor

Picture the scene: there you are, trudging the many miles

MACHINES APRIL ISSUE 19



CONTRA SPIRITS AMAZING SHOOT 'EM UP

ACTION ON PAGE 60!



towards your newsagent, only to discover upon your eventual arrival that they've sold out of MEAN MACHINES - the best mag ever! Avoid this sad eventuality by sending us your money and subscribing - NOW!

CHARTS

Although these pages take literally hours to prepare, write, typeset and lay out, we feel that we simply MUST keep you informed of the latest top-selling console games. For, should we lapse in our labour, we dare not consider what terrifying consequences may arise.

THE **HOTLINES**

18

52

102

106

56

60

80

Once more, we give away the latest in consoles-related hardware on these amazing telephone hotlines. Experience the wonderment of using your telephone, ears and perhaps even your brain in order to get hold of some ace gear, if you're lucky.

76

MEGAMART Is MEAN MACHINES skill or

what? It would cost you approaching £10.00 to advertise your gear in the local paper. In MEAN MACHINES, you pay a piffling English pound for your stylish advertisement. You can't say fairer than that, and if you can, we'll smash your gob in so you can't.

PREVIEWS 124 Every month, the MEAN

MACHINES crew are shown the games that will be making the headlines in a few months' time. Some of the best are gratuitously exposed in this section. The others are either completely crap, or we just don't want to tell you about them because we're hard.

NEXT MONTH 129

Month page that's full of amazing info about what's going to be within the pages of the next MEAN MACHINES. What's more, we'll deck anyone who says we haven't (even if it's true. which it probably is).

TWO CRUDE DUDES ART ALIVE DOUBLE DRAGON

NINTENDO

RAINBOW ISLANDS 68 KICK OFF **BUGS BUNNY** 86 NEW ZEALAND STORY 90 HUNT FOR RED OCTOBER 98 DOUBLE DRAGON III 108

MASTER SYSTEM SPEEDBALL II 48 BACK TO THE FUTURE III 88

SUPER NES **CONTRA SPIRITS** F1 EXHAUST HEAT

MEGADRIVE

DOUBLE DRAGON II

BATTLETOADS

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SET BY: Steve McQueen and



I could tell you some horror stories about the production problems we've had this month, but I won't bore you. We're here and that's what counts. For the first time in quite a few months we've got some decent Super NES titles to review - check 'em out, they're both excellent. Megadrive and Master System software is a bit thin

on the ground - just a temporary quiet patch I hope - but NES owners will be pleased to see there are tons of games for their machine, most of 'em good but one of

them the worst console game we've ever seen! The big feature this ish is our Double Dragon Special in which we review Double Dragon and Double Dragon II on the Megadrive, Double Dragon III on the Nintendo and also take a look at another FIVE Double Dragon games on Master System, Nintendo

and Gameboy! I hope you enjoy it. That's about it for this month - see you next time.



SCHOOLDAYS RAD BROWN'S

There's a skeleton in Rad's cupboard and no mistake. A reader who went to school with the boy with the rather odd hair style sent in some pictures of his sad, depraved schooldays. How revolting. Anyway, the sender of these fine photogs is Joe and he also sends greetings to Chriss, Phil D, Phil Fat, Steve, Barn, Nigel, Chrixs, Mads, Eve, Farm, Dunk,

Babes and Jill. Has anyone else got any sad, depraved school pics? If so, send 'em in to: ALL THIS IS THE FAULT OF THE TORY GOVERNMENT'S **EDUCATION POLICY, MEAN MACHINES, PRIORY** COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The stranger the picture, the better the chance of it being printed.







INSULT BABOONERY





EGG ON YOUR

The challenge to find the voungest console player has now reached new heights (or lows, whichever way you look at things) - Alex Aquilar of Mill Hill, London NW7 has taken a picture of his pet chicken playing console games before he's even hatched! Wowzer!















RICHARD "MAGGOTS" LEADBETTER I sat down to a lovely Sunday roast-up one time - if was chicken and stuffing, roast spuds, carrots and cauliflower. It looked gorgeous until I cut open the cauliflower... to find it absolutely infested with 've never been able to eat cauliflower again.

RADION "SICK SQUID" AUTOMATIC

MADION SICK SUDD ACTIONATION
When I was on holiday in Lanzarote, me and my
family went into a restaurant and decided to have
the set menu. The first course was squid - a whole
squid that hadn't been skinned or anything, just
boiled. I started to eat a tentacle, and the sucker

made me throw up.
CURRENT FAVE GAMES: PARODIUS, CONTRA
SPIRITS, TWO CRUDE DUDES, F1 EXHAUST HEAT

OZ "SPIDER" BROWNE

I used to have an apple tree in my back garden, and I used to eat apples from it all the time. One day I got a really nice and shiny apple, took it into the house and washed it. I decided to cut it open, rather than bite straight into it. I'm glad I did

The managed to get through life without finding anything horrible in my food, but I'll tell you something - the first time I ever ate beetroot nearly made me throw up. It tastes disgusting and makes

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Super NES is coming See April issue of NRG N.E.S.





A BOY AND HIS BLOB ADVENTURE OF LINK BAD DUDGS

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NEWS

CONSOLES ON THE TELLY: THE RETURN

Have you spotted a console on the telly? Do you feel as though you want to tell the world about it through the hallowed pages of MEAN MACHINES? Well now's your chance.

If you've managed to locate a console discretely tucked away on the set of Neighbours or something, send in your senth-shattering discovery to IVE SPOTTED A CONSOLE ON TELLY AND I'LL DECK ANYONE WHO SAYS I HAVENT, MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London ECTR 3AU.

There's a whopper mystery prize on offer to the reader who makes the most unlikely discovery, and a slap around the chops and a pointy hat with a "D" on it to the person who spots one on Gamesmaster (dohl).











Work continues apace on Capcom's conversion of their mega coin-op. Street Fighter II. As you can see from the screenshots, the programmers have managed to cram in just about everything from the coin-op with only minor details compromised. We'll be bringing you a full review just as soon as the game is complete.

soon as the game is complete.

In the meanwhile, the arcade division of Capcom have just finished a new arcade machine, Street Fighter '92! This potentially amazing coin-op contains all of the odd characters, but also allows to control the previously unselectable final opponents, Bison, Vega, Sagat and Bafrog.

Capcom have retained the most popular attack moves from Street Flighter II, but have incorporated around 70 new moves. Street Flighter '92 should be incredibly good, and by the time you read this, it should be sitting nicely in your nearest arcade.



NINTENDO PRICE COLLAPSE



slashed the price of their 8-bit NES to a bargain £49.99!

to a bargain £39.991
Unlike the bumper packs
currently available in the high
street stores, the new Nintendo
ackage has been substantially
stripped down. For your money,
you now get just the Nintendo
console, the two controllers and a

The other, more expensive, Nintendo bundles such as the Super Set are still available, but their price tags remain the same. But still, if you fancy getting your hands on an NES so you can play skill games like Super Mario III am Star Wars, there's never been a better time to hand over the cash.

ACCLAIM AND THE FLYING EDGE

as Krusty the Clown out to save his TV funhouse from an invasion of rats. Not surprisingly, he's aided and abetted by his number one pal, Bart Simpson. This game should be appearing on the Megadrive later on

his year.
Ferrari Grand Prix is the next Flying Edge product,
cheduled for release on the Megadrive. This is a
conventional Formula One 30 racer, but this time
you're behind the wheel of a mega Ferrari speed
machine. This game is potentially excellent, but it
remains to be seen how Acclaim have used the

der-Man (which is virtually the same as the groovy terr System version) and Bart us the Space lants (a conversion of the great Nintendo game), the conversion of the great Nintendo game), the efficially endorsed by the vertiable geriatric of sparring world, George Foreman. Little is known ut this one at the moment.



nes as soon as we learn som



GOODIE



Axelay! Does this look mega or what?



The Turtles as they look on the Super NES!

Along with the completely brilliant Contra Spirits reviewed this issue, Konami have a number of amazing products lined-up for release on the Super NES.

First of all, look out for Axelay This is a mega shoot 'em up boasting both horizontally and vertically scrolling sections. From the looks of the screenshots we've managed to get our hands on, this looks like being yet another skillful Konami release

Parodius is another Konami classic set for release on the Super NES. This game is a lighthearted parody of their classic Gradius/Nemesis series of games (Parody + Gradius = Parodius, geddit?). The PC Engine version is brilliant, so hopes are high for another great Super NES game.

Fans of the tragically unhip Teenage Mutant Ninia Turtles will be pleased to hear that their amphibian idols are also going to spring up on the Super NES. This game is a straight conversion of the highly successful coin-op.

For the definite reviews of all this gear, look out for a future sue of MEAN MACHINES.

THUNDER-**FORCE IV**





MEAN MACHINES 12

Orth

Fans of the amazing Japanese animation movie, Akira, will doubtlessly be over the moon about a series of cartoon videos about to be released by a new label,

Manga.

The first release is Fist of the North Star, an animation spectacular set in the future, where civilisation has been destroyed by nuclear war. The survivors of the holocaust skulk around the ruins of biker gangs and mutants (sounds like Wrexham to

his master to deck every power hungry fyrant in the world, and this films delate htere enjohasness vides Munga also have a number of other Japanes and Manga also have a number of other Japanes. Project ANO, Time Organis and Capen of the Police, Project ANO, Time Organis and Capen of the II you were a fan of Akira, and fancy getting your mits on some Japanese animation movies, check out the Manga range. Beware though the because even though they re cartoons, some of it is attil noredistly violent with many explodingly heads, flying fasts and cracking bones in evidence. Not surprisingly, some of these times have been availed and to certificate and set fless the scene asset deat on the certificate with the certification and the certification not suitable for any one under that age. However, if you are interested, check out your video store in March. Each video retails at £12.99.





Nintendo

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THE SUPER NES CD SYSTEM!

Here's an artist's rendition of the amazing new Super NES CD-ROM unit, courtesy of Japan's leading computer mag, Famitsu Express.

There isn't much in the way of details as yet. Live apparently the details as yet. Live apparently the Super NES CD has massive cache memory, which should eliminate the pause that takes place when data is loaded from the CD, Just like the Mega-CD, the Super NES CD is loaded down with new graphics chips. A high-speed oplyon generator has been included, along with real spirite-scaling and rotation (just the the Mega-CD), making games like Afterburner and Rad Mobile

No one in Nintendo is ready to talk about their CD system yet, but the American launch is scheduled for the summer, so we should have plenty of juicy info around

possible.



SPIN MY CHIN

The classic Amiga game, Spindizzy Worlds, is set for release on the Super NES

If you some inexplicable reason, you missed Spindizzy on the Amiga, it generally involved you guiding a spinning top called GERALD around a series of forced perspective 3D levels. The actual aim of the game is to explore and map every world in the Spindizzy

universe.

This task is made rather difficult by the sheer size of the game. The original Spindizzy had many solid systems each with a large amount of planets. The planets also had a fair few sub-levels to explore, making for a game guaranteed to last months.

From what we've seen of the game, Super NES Spindizzy Worlds looks like having all the graphical qualities of the computer version. Whether it has the incredibly addictive gameplay remains to be seen.



MORE CD MALARKEY!

Familtsu Express of Japan have also revealed details of ANOTHER super new CD system, developed jointly by Sega and hi-fi giants, JVC!

The JVC CD-ROM unit just happens to be the Megadrive and Mega-CD built into one, rather strangely-shaped case. The new machine doesn't have any new facilities that we're aware of, so everything we've said in the past about the Mega-CD probably holds true for this new machine.

At the moment, the machine is still in the developmental stages, which explains why the picture is just an artist's impression. JVC have not announced when the machine will be released in Japan, and there are no plans for a UK release as yet.



15 MEAN MACHINES

The revolution starts soon.

BEFORE LONG

WE THEN STATE THE STATE OF THE PROPERTY OF THE PROPE

LOUIL BE ABLE TO PLAY A REVOLUTION AND THE PROPERTY OF THE PRO





The pressure groups lobbed the Pentagon for years, but the pencil neck bureaucras still insisted on burying their loss plationium varieties. But the pencil neck bureaucras still insisted on burying their loss plationium varieties. Burying their loss of t









STAGE ONE



The Highway used to be the main way of getting in and out of the city. However, now it's been reduced to a playground full of all the geeks, goons, baboons and art designers that couldn't find a home in the city.



This abandoned warehouse was on the outskirts of the nuclear explosion. The walls are falling apart and the ceiling has collapsed. Dozens of crazed Jeremy Beadle lookalikes are waiting for your arrival.





MEGADRIVE

STAGE PREVIEW

STAGE FOUR





These Terminator-style robots start out as weedy-looking slapheads and guard the entrance to the scientist's chambers.

19 MEAN MACHINES

STAGE TWO



COMMENT

great, and IIIL IAN ripping up

jamp-posts is a hoot. It also offers a decent challenge as long as you select the hardest difficulty level and use one credit per game - choose easy and use all the continues and you il finish it in one sitting. But for all that, I didn't enjoy the game as much as I thought would - excluding the continues and you will be the continues and you will be so much as thought would - excluding the continues and poor, there's not much variety in the action and the way the Crude Dudes move and respond At the end of the day Two Crude around the edges to appeal to anyone other than ardent beat

MEGADRIVE REVIE

The Two Crude Dudes have all manner of amazing combat moves at their disposal. The usual staple diet of ordinary punches and kicks are available, but the best move of all is the flying kick. While the other moves only deal with one mutant at a time, this move decks any unlucky foe in your path!





OMMENT















GAME DIFFICULTY: MEDIUM LIVES: 3-6 CONTINUES: 3-6 SKILL LEVELS: 3 RESPONSIVENESS: GOOD







A nice amount of options, but the attract sequence is very limited.

The sprites are large but not very well

animated, but the backdrops are quite clumsy.

Some good thumping tunes, but the effects could have been better.

Two Crude Dudes is instantly playable and enjoyable, especially with two players participating.

Avoid using the EASY difficulty setting or you'll complete the game in no time. The higher difficulty levels are much tougher.

A bit rough around the edges, but Two Crude Dudes should go down well with most beat 'em up fans.

(Nintendo)

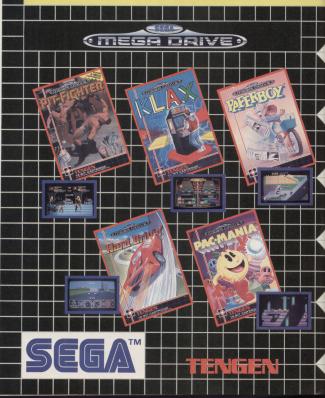
NEW FROM NINTENDO

YOU CAN'T BEAT THE ACE OF CLUBS. You're in the wierdest world, with all sorts of odd balls doing their best to stop you doing yours - the only way to survive is to get your brain in gear and start solving all those perplexing puzzles before you're stuck ECMO

HOW MUCH FUN CAN YOU HANDLE?

NEW FROM NINTENDO

BONE CRUNCHIN' TILE FLIPPIN' GHOST GOBBLIN', SPACE PRINCESS SAVIN



PAPER THROWIN' HARD DRIVIN' **NVADIN' CANNON BLAZIN'** SEGA PLAYIN'...!

Master System





CAN YOU

Not knowing much about CD ROMs and all that I was wondering about the Mega-CD. All these

MEAN MACHINES 24

CD as a disc saver, would you be able to save those awesome gold from Hockey or those wicked touchdowns from Madden '92'. Every time I go to my mates he shows me all his goals from Kid Off 2 which he has on disc from his Amiga. Will I be able to do this with the Mega. CD?

Ben Soothill, Bury, Lancs
YOB: No

PILLOCK

Last June I decided to do some research into videogame addiction, and got a kindendo KES with a couple of games. Since them I couple of games. Since them I couple of games. Since them I have been playing them almost have been playing them almost non-stoo, often right through the night, without becoming addicated at all. Although the money for some more games, the depressed market means that I have as yet been unable to self. IT To continue my research, I need to get Star Wars and Manade

Adam Newman, Romford, Essex YOB: Addict? More like a dick.

MAKE THE MOST OF YOUR MACHINE

under attack from the media, heaping praise onto the new Super NES which seems to have better graphical capabilities have better graphical capabilities graphical capabilities and the praise of the praise seems to have been on the super NES 70 focuse not because playability rules OK because playability rules OK Megadine owners should statilly rules OK Megadine owners should statilly rules OK deather parking the mit they do not a better machine that they do not even need to remember exists. We all await the Megadiners, Old Traiford, Manchester

OB: What you say is true, but it compared to the swift 'n' nifty C64, but the Megadrive is more than capable of holding its own against the Super NES, so don't

A COMPLETE

thought, there could be some serious money making potential here and immediately sent off an order for 1000 conject of the

DUMPED IN USA?

me (and that's saying something). Anyway it was while I was reading your mag that there was no last for the Sega Master System in the CES show article is it that Sega have run out of lotes or are they concentrating on the Megadine are presently don't own a Master System but some of my triends of



no new games are being released for it. There are plenty of UK titles in the pipeline, though, so your chums needn't though, so your chums needn't worry about the games supply drying up.

GET STUFFED

MAKE A CLEAN BREAST

If I de airguit i you caw was better than the Megacrove version. " also when the Mega CD was launched in Japan on the 1st of December you didn't even bother to review or feature it in your mag. However the SNES is going to hit our shores very soon, you reviewed it in issue Why? Gee Wing Wong, Kibburn, London YOB: What a great name you have, as I ve said a million why we said it. Just as John Madden's \$2 Japin-plops on Super NES John Madden from a very great height. We say what we think - if you want to read straight, boring and joke-free text, read something slee. As regards the Maga-CD, what we've seen on the machine so far is compilet and utter crap in every respect. As soon as something about it. It's as something down to this something shout it. It's as something shout it. It's as something shout it. It's as

25 MEAN MACHINES

SLAG. SLAG. SLAG

theirs
Gareth Davies, Fordhouses
Y08: Never a truer word said.
It's all about insecurity, People
who've bought a console and
think they've made a wrong
decision tend to be the worst
offenders of the "my machine is
better than yours" arguments.
The reason why they do it is themselves that they've got the

games machines out.

Personally that's rubbish

Personally that's rubosh because the graphics don't come anywhere near the PC standard. So which is the best?? DHAIT. Girmsby, S Humbers of the PC Standard. So which is the baboon, sir and I recommend you take your PC, sit your large red monkey ass on it and scratch your armpits while making loud whooping noises II you can't see that but the Megadrive and Super NES are better games machines than it.

ORIGINALITY'S

on in 1981
Some say innovative games
don't sell as well as 'sale' games,
but I disagree, the past proves
this. Some of the biggest sellers
on the older systems are ground
breakers and the forefathers of
many of lodays games and genere,
ZXB1-30 Moister Maxe.
ZXB1-30 Moister Maxe.
Spectrum - Kopfit Lore, C64
Super Many End.
Each one innovative and



Shropethre.
unusual for its time and all monster sellers, specially Populoius and Mancy which both west on to be gigantic workfunds sellers.
I do sympathise with programmers. Creating a game like Populoius must take thousands of hours of development, not to me the programmer of the remembered and maybe still played in a decade's times - unlike the latest smash and bash arcade the latest smash and bash arcadi conversion. I know programmers conversion. I know programmers are only earning a crust when writing conversions etc, but I think for the good of us all, originality and innovation in games is the way forward to a more successful and varied gaming future.

Jason LLoyd, Bideford, Devon YOB: Ask most manufacturers this question and they'll say this guestion and they'll say the

console games a year they simply have to play it safe, rather than take a risk with something completely new that might not sell. That's why we see so many platform and shooting games - especially licensed ones. But they're the companies that'll die a slow,

playing games entirely - which is what happened with comput software between 1987 and 1989

when the computer market shrank - or look to play newer and more interesting games. It's people like EA who will blaze a trail into new gaming realms. They're prepared to take risks and come up with innovative product - Desert Strike, John Madden's Football and F-22 all broke new grounds and became







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THE VOICE OF

YOB: Which is what I keep saying time and time and time and time again.

SAVE MY SANITY

think it really damages rastationly when you get far into a game and you have done it many times starting again is a chore and you just can't be bothered to do it all again. Seeing all the same levels etc. I don't think infinite continues are a good idea but I think for long games a save game option would be good.



A fab pic here from Mark Dickson of Arnold, Notts Pickson of Arnold, Notts, YOB: I think infinite continues is a very bad idea, because the lemptation to just bang the start button and keep on going is very high. Battery back-up costs, a lot, so that's out for most games. But a difficult-to-enter password? That sounds like the answer to me...

PIRACY KILLS

Dear Mean YOB,
Recently I was looking through
some mag called Game Zone
(second choice to MEAN
MACHINES) and on one page
there was a firm advertising
devices to help you copy console
games. Well I was disgusted that
places would make such things.

Darren Wells, Sutton-on-Trent.

Daren Wells, Sutton-on-Trent, Newark, Notts. YOB: Game Zone should be ashamed of themselves for taking that ad - we refused it. But I don't think you need to worry - the company concerned won't be around for long. Sega are on the case as we speak. But what you say is true. Piracy has completely killed off the ST

MYSTIC YOB





not very funny are you?
Nicholas Birch of Armidale,
Australia: Your "rap" was very
good - shame it was about as
funny as pastro enteritis

be tops: Graham Mann of Elland: You sad perverted man. Haven't you got anything better to do?

CYBER SONIC

THE WAY TO DEPEAT THE ENEMY IS TO PIRST BECOME ITS PRIEND



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The spring is sprung. the grass is riz. I wonder where the birdies is. The birds are on the wing. No. that's absurd. The wing is on the bird. Well, who gives a flying pancake anyway. All you need to know is that Jazza is here with his special answering knee sliders ready to come up with replies to all your questions. If you've got something - anything to ask, write in to: WE KNOW IT'S WARM OUT **BUT YOU CAN BE** ARRESTED FOR THAT SORT OF THING Q+A. MEAN MACHINES. PRIORY COURT, 30-32 FARRINGDON LANE. LONDON, EC1R 3AU.

BLUE TIT

Dear Jaz, Please could you answer these questions for me?

1. I got a Game Gear for Christmas, and behind the screen there was a bright white dot, so every time I turned the Game Gear on I saw the dot. I recently got my Game Gear changed for a new

one. This time there's a bright red dot behind the screen, which is very irritating!

I've heard there's a cleaning kit for hand-helds, but does it get rid of something like this?

Could you please, please. please tell me how to get rid of this pesky little dot? 2. Will Pitfighter be out for the

Game Gear? 3. Is Spiderman out or will it be out on the Game Gear, if so is it

any good? Christian Johansson, The Netherlands

JAZ: 1. It's irritating, but there's not a lot you can do about it. The very delicate and intricate LCD screen is made up of thousands and thousands of little dots, and occasionally one of them goes wrong and displays but one colour - which is what's happened to your machine. It happens on virtually every machine, so don't panic yourself, 2, No. 3, Yes, and it's great.

COLD TIT

Dear Jazza. I have a few questions which I hope you will be able to answer, as I am sure that others will be interested in your answers as well as myself.

1. What happened to the Super Famicom CD-ROM system that Philips was developing? 2. Is it true that the colour

Gameboy is being released in Japan this Summer, USA later and here in Spring/Summer 1993? 3. If so will it be able to run the old Gameboy games?

4. What is the 24-pin extension port on the underside of my Super Famicom for?

5. What is the 75/200 Ohm switch on the back of my Super Famicom for? (And what should it be set at?)

The Spanish Inquisition. Willington, Derbyshire JAZ: 1. It's still in development. 2. No. 3. Nobody knows. 4. The CD-ROM, when it finally arrives. 5. It's not relevant for this country, so set it how you like it.

RHODE ISLAND RED

Dear Jaz,

Please could you print this letter cos I'm desperate for the answers. 1. What are the main

differences if any between the Super Nintendo and the Super Famicom apart from the price? 2. Which console has the best

graphics Super Nintendo? Super Famicom? Mega-CD? 3. Will I have to have a Megadrive if I'm going to buy a

Mega-CD? 4. Which console will have the best library of games Super Nintendo or Mega-CD?

5. Which would you buy, Mega-CD or SNES?

Danny Barker, Stevenage, Herts JAZ: 1. None, apart from one is Japanese and the other is American. 2. The Mega-CD isn't a console, it's an add-on. And the Super Famicom and the Super NES are the same machine. Doh! Anyway. graphics-wise the Super NES has the greatest capabilities - it has over 32,000 colours, 3, Yes. 4. The Super NES due to its sheer size of user base, 5, Both.

JACKDAW

Dear Jaz. I hope you can answer my questions 1. Is WWF, Toe Jam and Earl,

James Pond, Robocod and Sonic 2 coming out on the Master System? 2. Are there going to be any

add-ons such as CD-ROM on the Master System? 3. Do Japanese Master System

games work on the Master System? If not would they work if I filed the edges on the cartridges? Robert Thompson, Saltney, Nr. Chester

JAZ: 1. No, No, No and possibly ves. 2. No. 3. Japanese and **American Master System carts** work on British machines without need of any modification.





MEAN MACHINES 30

Dear Jaz

Recently I bought the Nintendo game Star Wars. It's a great game, but I cannot find Ben Kenobi anywhere. Please could you tell

me how to find him. I have found Han Solo and R2

D2. but I can't find Ben at all. I hope you can help me.

Chantel Davies, Chaddesden,

JAZ: He's in the top right cave where blue flies attack you. At the bottom of the cave, instead of running right to the exit, run left at top speed and jump. There's a tiny platform to land on. Jump again and again and you'll find Ben on a ledge on the extreme left of the screen.



software without an adaptor or conversion? 2. Do Master Systems run US

software without an adaptor or conversion?

3. When the Super NES is available will somewhere like Console Concepts do UK to US and UK to Jap conversions?

4. Which games will be released with the Super NES and what will the prices be?

5. What are the normal prices for NES, Super NES and Master System games in Florida? David Lowes, Workington, Cumbria JAZ: 1. If your machine is already converted to run American software, of course you don't need more doing to it. 2. No. 3. Probably, 4. Keep reading the magazine - things keep changing. 5. Master System games from \$9.99, Nintendo titles from \$14.99 and Super NES carts from \$39.99.

SHAG

Dear Mr Jazza. My 11 year old son at the moment has a Sega Megadrive and has asked for his birthday a Super NES, so please could you answer my questions.

1. Could you explain what a PAL and SCART machines are. because there seems to be a large price difference between them.

2. Is the future looking bleak for the Megadrive because of the release of the Super NES?

JAZ: 1. Mario IS better than Alex



3. My son often buys games, so what do you suggest? 4. What did Final Fight get in it's review, because my son

missed it 5. The Super NES machines you can buy by order, are they English or American or Japanese and will they run all cartridges? R Jepson, Bath, Avon JAZ: 1. Ah! That ol' fave, PAL machines are specially modified to work on any British telly. SCART machines require either a special monitor with a SCART connector, or a TV with a SCART/EUROCONNECTOR socket at the back. Most TV sets DON'T have a SCART socket - if in doubt, consult your local dealer. 2. Not in the least bit. 3. Decide for yourself by a) looking at the software range which appeals to you the most and b) checking the price of hardware and software. 4. It wasn't

TOM TIT

reviewed, 5, At the moment most are Japanese, which are able to run American software.

Dear Jazza.

I have got an NES and my sister has got a Master System. I will be getting a UK Super NES as soon as they are released. In Easter I am going to Florida so could you please answer my questions.

1. Now that I have my Nintendo console converted will it run US

JAZ: 1. No. 2. No. 3. Dunno -







QUAIL

Dear Jaz,

I am one of the hard dudes that owns a Megadrive and have some very important questions that I would like you to answer please. 1. I own a Japanese PAL

Megadrive and I was wondering whether I would be able to play SCART only games if I linked my Megadrive up via a SCART socket?

2. Will Hard Drivin' 2 (Race Drivin') be out on the Megadrive?

3. On the back of my box there is a picture of a Mega Modem.

Where can I get one? 4. Why is MEAN MACHINES

such a mega skill mag? 5. Will there be another series of GamesMaster after this one is

finished? John Healy, Eastbourne, E Sussex JAZ: 1. No. 2. Probably - we'll keep you posted. 3. It was available in Japan, but it's been dropped due to lack of sales and software support. 4. 'Cos we're such mega skill dudes, 5,

Yes - later this year. HERON

I will soon be investing in an English SNES. Can you please answer a few questions with your superior knowledge?

1. If you had a Megadrive would you buy the Mega-CD or sell your

Megadrive for a SNES? 2. Will WWF and Final Fight

come out on the English SNES? 3. Will you need any sort of convertor to play Japanese or

American games if so how much will it be and where can I get it.

Alex Patterson, Bury, Manchester

JAZ: 1. I'd buy a Super NES as well as a Megadrive. 2. WWF definitely, Final Fight, not so sure. If Nintendo had any sense they would release it. 3. We'll fill you in as soon as we have more information.

SPOONBILL Dear Jaz.

I have some questions but I need some answers.

1. Have you heard about the Terror-drive?

ROBIN REDBREAST

I own a Megadrive and soon a Famicom and I would like you to answer these questions. 1. Can the Mega-CD match the

graphics of the Neo Geo? 2. I've played Heavy Nova on

the Megadrive and it looks exactly like the Mega-CD version review. is there a Mega-CD game of

2. Will the Mega CD-ROM games improve, the ones I've seen are rubbish.

3. Do you need a monitor to play music CDs on the CD-ROM? 4. Why are Nintendo nicking

Sega games eg Ghouls 'n' Ghosts. R-Type, Thunderforce III, Populous and John Madden's? Why don't they think of their own games? Craig Huyton, Loughborough, Leics JAZ: 1. It's called the Terra-Drive. It's basically a Sega PC compatible that has a Megadrive built into it. And before you ask, it's not going to be launched in this country, 2, I hope so, or the machine will be one of the most spectacular failures in modern history. 3. Nope. 4. Don't be a cretin. Anyway - look at it this way: Thunderforce III was originally

an MSX game, Populous first

R-Type debuted on the PC

Engine! JAY

Dear Jazza, I have just got a Megadrive and I would like you to answer this heap of questions:

1. Will there ever be a WWF game for the Megadrive and if so, when?

2. Is there going to be a Donald Duck 2? 3. Any chance of any early

screenshots of these games -Sonic 2, Predator 2, Aliens 3? 4. Is Double Dragon 2 any good?

5. Is Street Smart better than Streets of Rage? 6. When will the Mega-CD come out?

Rob Whittle, Farnworth, Bolton, Lance

JAZ: 1. No plans at present. 2. No plans at present, 3, Not yet keep watching the mag 'cos





we'll be printing some soon. 4. No. Check out the review later this ish for more details, 5. Nope. 6. September.





Heavy Nova, or has there just been a mix-up?

3. Does the official SNES play normal Nintendo games?

4. On the Famicom is there a convertor to play American games? Could this be used to play Jap and American games on the official SNES?

Sam Tidswell, Brighouse, W Yorks JAZ: 1. Nope. 2. Both versions are exactly the same - what a con, eh? 3. No. 4. First question. yes, second question, I doubt it.

MEAN MACHINES 32

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Welcome to the April issue's instalment of tips-related horseplay. This month we've pulled out all the stops and produced a mega Rad Gravity maps special provided by that mapper of mappers, Martin Phenix! He's the lucky blighter who walks away with this month's prize. If for some reason you reckon you deserve the prize, scrawl down your cheat-style jottings and send 'em in to MEAN MACHINES TIPS, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

SUPER NES

Unfortunately, the code sent in by Gerald Donovan a couple of month's back didn't work. Doh!

However, the man known as Adam Ward from Walsall has made

amends by sending in not one, but TWO codes! The first is for the round eight. The second puts you straight into the fabled exhibition match. Hurrah!

9DZHPDR YL?VITX NGLQOHW 3C5H6GD TGLZTL8 XD3HRFT LWJNLMN OJ4

K8XD3HR FTLWJPC **2GNYBQI 4065C6P** DJSTK8X D3HRFTL WJPVKMW IJJ

Should you be somehow having trouble with this easy game, follow this tip from Andrew Keen from

To access the hidden options screen, simply press SELECT and START together on the title

screen. This should reveal the screen, where you can tweak the difficulty level and even access a sound test.



Simon "Slash" Parkin (I wonder he got his slightly suspect nickname?) who hails from Richmond in Surrey has sent in some very useful tips for this topper adventure game. starting with the skills each

character has. BERNARD: He fixes the telephone and radio. WENDY: Owing to her literary

skills, she rewrites the memoirs.

JEFF: He's well into telephonic japery, meaning that he can fix the

telephone RAZOR: She can play the piano, and very well too. SID: Just like Razor, Sid plays

the piano like Liberace. MICHAEL: He's into "photography", and develops any film you find.

Have some of your characters work out with the Junk-O-Matic located on the fourth floor. This enables them to open the garage door or the rusted gate in the front vard.

GENERAL TIPS

Get your clammy mitts on the package before Weird Ed does. You know when it's there when you hear the doorbell. Take the stamps off. They are uncancelled and can be used later.

To get into Weird Ed's room, get one of your sprites to ring the doorbell while the other waits in a safe room on the third floor. When

Ed goes to answer the door, explore!

Open the secret door to the basement by having one kid push the RIGHT gargoyle bannister in the front entrance. While the bannister is being pushed someone else can enter the basement.

ULTRAMAN CE

Plenty of people sent in this great cheat for Super Ghouls 'n' Ghosts - more than I can be bothered to type out, to be honest. Any road up, to business.

First make sure you have controller II plugged in. Go to the ptions screen and move the





exiting hold down button L and START simultaneously on controller II. You should find yourself on a secret screen where you can select stages, areas, sounds and music! Using this cheat, you can face up to the final boss straight away!





left after crossing the starting line. Activate the super iet just before you get to the jump ramp and quickly angle to the right to fly to the opposite side of the track. Great eh? Well, normally I would credit this tip to

whoever sent it in, but the reader responsible forgot to add those essential details. Doh!





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FINAL FIGHT	42
JOE & MACK	40.
LEGENDS OF ZELDA	
LEMMINGS	46.
PIT FIGHTER	49.
SUPER CHOULS IN CHOSTS	44
SMASH TV	44
WONDERBOY	49





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GAMEBOY

PIPE DREAM

A bunch of guys with very limp nicknames (namely Mo, Shams and Rush from Pinner) sent in a whole load of passwords for this great game.

LEVEL 9: GRIMM LEVEL 13: REAP LEVEL 17: SEED **LEVEL 25: TALL LEVEL 29: YALI**

PRINCE OF PERSIA

rre are yet more Gameboy code-related thrills 'n'
ills from Mo, Shams and Rush. These codes should
able you to access the first six levels of this fabby

platform game. LEVEL 2: 06769075

LEVEL 3: 24613065 LEVEL 4: 99116015 LEVEL 5: 53004005

LEVEL 6: 46308135

NINJA GAIDEN SHADOW

LEVEL ONE: CYBORGSADER
Stay in the middle of the screen and wait until this guy
is right next to you. Keep hitting him. He usually jumps
up and clings to the ceiling. Whether he moves left or
right, move under him to the opposite side. If he stops
above you, move out of the way or he'll squash you!

LEVEL TWO: JACK AND GREGORY

odge Jack (the little one), but if you don't manage ep away from Gregory until Jack lets go of you. art with, stay on the left platform and when the bit e goes under, walk off and kick him. Stay one st lead and keep turning and kicking. When Jack tches up get to the next platform and repeat the

LEVEL THREE: COLONEL ALLEN

Find a rope leading to the ceiling and climb up it. The boss looks around four times and as soon as he looks up and point his gun, drop and hit him twice. Repeat this set of actions to kill him.

LEVEL FOUR: EVIL NOBLEMAN WHOKISAI

Dodge his fans and when he drops, get to one side of him. Duck and hit him a few times and jump when the fan comes back. Hit him a few times before he goes

EVIL EMPEROR GULF



NINTENDO

NINJA BOY

BUBBLE BOBBLE

Once again, here's another code from the men (if indeed they are men) called Mo, Shams and Rush (?)

SHANGHAI

7AP

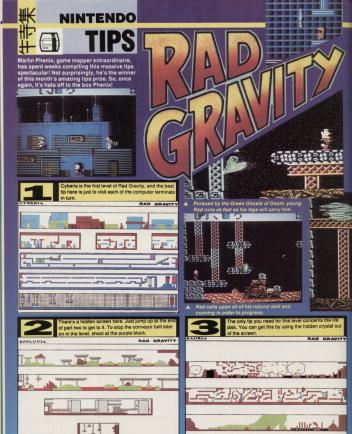
Kevin O'Donnell, amongst others sent in this tip to obtain tons of turtles and a level select for this decent conversion of the arcade machine. On the title screen, press B, A,

B. A. UP. DOWN, B. A. LEFT. RIGHT, B. A and finally START. You should now have ten extra turtles and a choice of starting levels, Huzzahl





37 MEAN MACHINES



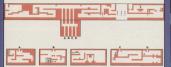






Jump off the middle platform and go over the top to collect the transporters. Shoot at the slime pot to remove the big frog.

RAD GRAVITY





The little man causes problems here, so throw your bombs at him when he's facing away from you. Using your bombs also comes in handy for calling up the portal.





8

This is a bit of a tricky level. The red blocks in the maze can be moved. Finding the maze is hard, so use your energy disk to get to the middle of the tree stump. Use your transporters under the tree stump to find the maze. It's in a different place each time you play the game.

DAR RAD GRAVITY



Transporter Land

MORES.

NINTENDO











You can't kill the baddie at the end of the level, so just jump over him. Only use your transporters at the end of the level to get across the fire pit.





Martin Phenix also supplied us with the codes to the very end of Rad Gravity. Just enter the code and when play begins, stay at the top of the screen then just go left and right behind the rockets. It takes around 15-20 hits to the space ship to finish the game.

baddie at the end of the level, wait until the pod opens up and then use your bombs!

RAD GRAVITY

MEGADRIVE









We've been literally deluged with the same tips for Robocod - the best Megadrive platform game ever! If you're the only Megadrive player left in the world who hasn't learned of these tips, listen up.

First of all, you don't have to bother with levels one, three and

six. So ignore them if you want! If you're really stuck and want to complete the game easily, this tip will open up every level, including the last! Just before the first door there is a rooftop with different object on top of it. Collect them in this order: cake, hammer, earth, apple, tap. As you will doubtless notice, the initials spell out CHEAT. Clever, eh? You'll also be invincible should you try out this cheat

Another thing to try is to go through the first level door and you should come across another set of five objects. Collect them in this order: penguin, oil, wine, earth, racket. This redeems your power meter

If you continue, you locate ANOTHER set of five objects. Collect them in this order: lips, ice cream, violin, earth, snowman. This endows you with infinite lives!

Someone who mysteriously forgot their name and address sent in the complete list of codes for this okay-ish slash 'em up platform romp.

LEVEL 3-1: IQWIEL

LEVEL 4-2: KWWKQQ LEVEL 6-1: S2YYZY

LEVEL 6-2: SDG2AL

LEVEL 4-1 (SECOND QUEST):

K2JOCK

LEVEL 5-2 (SECOND QUEST): QW10C2

MEAN MACHINES 42

hidden options menu on this pretty smart vertically scrolling shoot 'em up. Simply hold down A, B, C, and START and that hidden menu should soon reveal







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This month has seen a veritable mountain of John Madden '92 Player's Guides come flooding through the MEAN MACHINES letter box. The tips special you see before you is made up of all the best bits sent in to us this month. However, special thanks go to Paul Cope and John Kennedy for their fine contributions.







A Practise tackling.

200	ame ser of
Buffalo	ar New York
Plan Mode	Regular Season
Players	
Team 1	
Team 2	
Qtr. Length	
Stadium	
Heather	

Take note of the weather





THE TEAMS

CHICAGO

These guys are very tough indeed. Their passing pame is poor, but they have a superb half and utiliback. Their defence is not too fast, but their tackling biblity is very good indeed. Passing nearly always preaks down their defence.

NEW YORK GIANTS

The New York Giants are a very good all-round team, with good passing and running abilities. The delence is good, but lacks in pass coverage because their tackling ability isn't that good.

NEW ORLEANS

These sad baboons form a very poor team indeed Both the half and fullback lack in all areas. The passing area of this team is also very poor, with a shambling quarterback and wide receivers to mat The defence is fairly strong but lacks speed and

MINNESOTA

a excel in defensive play. They tend to use a

EGADRIVE







WASHINGTON

GREEN BAY PACKERS

The Packers, as they're sometimes called, are a fairly average team with a good quarterback and kicker. However, their defence is poor, so use the old safety in numbers strategy to block their offence.

SAN FRANCISCO

This team plays a very predictable, but polished game. A long balanced passing game best sums up their style and their defensive play is very good indeed. San Francisco are probably the best team in John Madden '92. Only by using short running and passing plays are you likely to break them down.

PHILADELPHIA

This is similar in style to New York, and play a good all-round game. Use blocking tactics to defeat this team, but their decent quarterback may just take you



Practising the running and passing plays is essential in the new Madden game.



Use the instant replay option to learn from vour mistakes.



A Plan your attack according to the opposition's



Plenty of cunning is required to make those plays really pay off.

OFFENCE

play targeted down the right side then down the left and so on. If a bio play is needed, run a few tim big play is needed, run a few times down the right side and then throw a HB screen down the left. Because the opposition is concentrating on the side of good pass protection a 70 yard gain can be achieved!

yard gain can be achieved!
PASSING
Experiment with throwing the ball.
If your receivers are heavily
covered, it's best to rifle the ball. If
you don't catch it, the apposition
won't have much chance either.
When receiving hold your arms up,
as this improves your chances of
catching the ball.

the detence shows a live filan

There are many ways of stopping the clock. Time-outs are popular (only three and a half minutes), unsportsmanlike conduct (15 yard perialty) and offside calls (5 yard penalty) are also worth consider

DEFENCE

The opposition normally favour

45 MEAN MACHINES





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TIPS 👨

SEGA

ALEX KIDD IN MIRACLE WORLD

Andrew Ruck has obviously been having lots of fun with this decent platform game. He's come up with a groovy continue option to help out all you Kidds in trouble.

To carry one after you die, you must have U400. When the GAME OVER message appears, push the joypad UP and hit button two eight times! Hurrah!

FANTASY ZONE

The boy Andrew Ruck comes up trumps once again with this cool cheat for the shoot 'em up mayhem that is Fantasy Zone.

To get loads of lives, wait for the opening demo to scroll up the screen. Now, waggle the joypad UP and DOWN at least 50 times and press START. Get as much dosh as possible in the first level and go to the shop. You should now be able to buy heaps of lives for only \$1000 each! Ocooh!

MOONWALKER

Aaow! David Lyons from Peterborough sent in this mega cheat that enables you to access the level select option in this pretty good platform game.

Plug both control pads into the Sega and turn the machine on. On pad one, press UP, LEFT, BUTTON ONE and START on pad two. Now press START on pad one and that level select should make itself known.

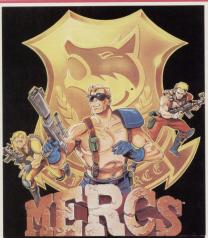
BUBBLE BOBBLE

Mark Dearman from Devon reckons he can impress us with his "colourful" language, but his tips turn out to be a lot more interesting. This code will enable you to choose your starting level:

3V35NLLE

Try this for a surprise. Move the cursor down to the passwords and press PAUSE. Now press BUTTON ONE, LEFT, DOWN, UP, BUTTON ONE, UP, BUTTON ONE, UP, Try this for both Bub and Bob.

This final tip is the best of the lot. First reset the game and select one player/thos player start. Now, when you start playing on level one, bubble the three baddies but oftor burst them. After a while they unrued. When this happens bubble them again and keep doing this even when Baron von Blubba appears. After a while a door should appear. Go inside for a whole burnh of surprises!



Thomas Jones from Weybourne in Farnham has a rather cunning lip for this mega shoot 'em up frenzy. In the ORIGINAL mode of the game, you can use the gold first aid boxes to cure TWO men in reed of medical attention! Pick it up as usual, and just as the life meter of one man gets to the end of the bar, press START to pause the game and choose another character. Uncause the game and

rgy will also be refilled



SONIC THE HEDGEHOG Ben Marrison hails from Mutley near Plymouth, and

Ben Marrison haus from Muttey near Hymourn, and has seen fit to send in loads and loads of tips for this mega Game Gear effort. These tips detail the location of the extra lives in the game. GREEN HILL, ACT ONE: The extra life is hidden

in a tree just after the large slope.

GREEN HILL, ACT THREE: At the beginning, fall

off the second cliff to find the extra life.

THE BRIDGE, ACT THREE: Go left at the very

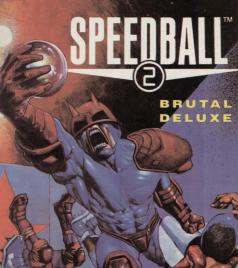
beginning - the life is just off the screen.

THE JUNGLE, ACT THREE: Walk into the water

SCRAP BRAIN, ACT ONE: When you walk through the door onto the moving platforms, jump onto the second platform to find the extra life.

GAME GEAR





It is the year 2029 and the grizzly, bloody sport that is Speedball has finally been outlawed. The underground stadiums have been closed down and the game is officially dead. However, the Government

underground stadeums have been closed down and the game is officially dead. However, the Government realise that as an indirect consequence of Speedball's demies, crime has freen. Therefore, in an effort to return to the stable society of old, they introduce a controlled but yet even more violent game based on the old Speedball. Two special league divisions are switty created with move teams assembled from the experienced Speedballers of old along with talented newcomers who facely their chances.

Just like the original Speedball, the aim of the game itself is to sore points. However, in this new game it sort just putting the bill into the net that provides points. The Speedball authorities have created cunning midfield devices that are used to glean extra points. The once vertically-scrolling pitch has also been replaced by a massive eight-way scrolling stadium, Just like the original game there are no rules, meaning that the game is as heavily reliant on extreme violence as on skill.

You start the game as manager of the worst Speedball II team ever - Brutal Deluxe. Using your managerial skills along with your arcade reflexes, it's your job to guide them to the top of the Speedball

league table. Simple... or is it?

the ball through one of these and extra points are added to the potential score of your next goal. Only by making good use of these multiplying devices do you stand any chance against some of the teams in division one.

VICES AND DEVICES

but there are ways to boost the value of a winning shot. Located the middle of the pitch on each wall are score multipliers. Throw

Scoring goals isn't the only way is get points in Speedball II. Locate in the midfield section of the pitch are a number of recesses in the wall. Throwing the balls at these lights up a special star. Two points are awarded for each star III, and abonus ten points are up for grabs you light all five. Considering that goal only scores ten points, the stars are well worth your attention.



Coom scrap on

Using the gym is the key to success in Speedball II. After every game you have the opportunity to boost the attribute of each player by spending mone n a specific part of their training programme. You can concentrate training on a particular player, or poost the whole team in a single bute. Alternatively, you can ave time just by selecting ALL ch boosts every player in even bute. Using your training gramme, it's possible to ncrease the strength, stamina, and even the speed of your

SEGA

REVIEW 🕮







impressed with Speedball on the Master System, but this is a completely different kettle of fish. The original game was quite slow and

I wasn't really

tedious, but ever

with the bigger play area that the Master System has to cope with, Speedball II manages to retain the same manic pace as the Amiga classic. The graphics are fine. Obviously, the colour and definition aren't quite as smart as the 16-bit versions, but the actual gameplay remains really close to the original. My one gripe is that the player intelligence isn't quite as advanced as the original versions and with no Kick Off-style scanner, passing the ball is made very difficult because you can't really see where your players are. Other than that though, Speedball II remains an excellent sports sim that should appeal to anyone owning a Master System.



▲ Kick off Speedball style.



▲ Everyone ign







▲ Hit that crazy bouncedome for two points a



As you play Speedball II, you'll doubtlessly comes across the

icons littered around the area. Collection of these has different effects. For example, there are icons that temporarily boost your speed and power. Other icons have effects on the opposing team. Once icon even freezes the opposition, enabling you to score a goal with ease. In two-player mode, a reverse joystick icon is available that completely confounds your opponent by essing around with his controls!







mode. It's slightly tougher than the Megadrive version, not through the computer opponent being more intelligent, but because the Master System learn members tend not to read the ball as well as their Megadrive counterparts and consequently they don't set themselves up to catch a long pass. It's not a real problem though, and is easily cured by using something a little more challenging and bruist than most games of this lik should check this out immediately.





A bit of goalmouth action here.



GAME DIFFICULTY: MEDIUM LIVES: N/A CONTINUES: N/A SKILL LEVELS: 1 RESPONSIVENESS: SPEEDY







One or two player options, league and knockout options. The overall presentation is nicely polished too.

The sprites aren't animated that well, but the backdrops are great and the scrolling is an improvement over the original.

A good conversion of the original tune kicks the game off. The in-game effects are okav.

Instantly addictive with great, highly violent action.

Getting to the top of the league takes some doing, and even then the two-player option should keep you coming back for more.

An excellent future sports simulation that's unrivalled on the Master System.



MACHINES should know, Speedball II is already out on the 16-bit Megadrive. This version is much the same as the game reviewed here, but features improved graphics and sound along with smoother gameplay. This scored a worthy 88% when we reviewed it in our mega February 1992 edition of MEAN MACHINES. MACHINES





As any self-respecting Master System owner should know, a version of the original Speedball game is also out for the Master System. This game is much simpler than the sequel with only a smaller, vertically scrolling playing area. The gameplay has none of the managerial aspects or the midfield devices of the sequel but it's still pretty good fun and worth a



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▲ Exciting creations like these are easy... ish.

COMMENT

When Jaz told me about an art

ckage coming out for the

Megadrive, I could have sworn that his chin was spinning at many utions per minute. What is the point of producing such a package when you can't save your efforts when you can a fave your afforts of posterity? I though reuple a battery back-up could alve some of the problems, but Art Alive hasn't got one , if a spects you to spring! The root your plature of the spring! The root your plature on the sage of was of a high quality, but Art Alive is framily and the spring of the so of a high quality, but Art Alive is framily and the spring of the sold and the spring of the airs, and each of the tools are so unwie ctually creating anything fairly decent ssible (as you can see from my pic!). Ti Analysis (as you have be printed as you have been also as you have been as you have been as you have been as you have been as an allowed as you have been as an allowed as you have been a so when you have been as you have been a rtist would sneer at this pathetic package. If ou're at all into art, I'd suggest shelling out your hirty English pounds on some decent paints and inting your creative urges in the more traditional



Select the colours you want to use (known as the palette) for your picture, along with the beginning background colour. Only 16 of the Megadrive's 512 colors can be used at one time, but different palettes are available

The main drawing tools. Lines boxes, ellipses, erasers and fill options are available. There's even an "airbrush" feature that digitally duplicates the real thing! The outline option increases the thickness of the lines used in making up your ellipses, lines or

This meter is controlled with the C button on the control pad and adjusts the speed of the Art Alive cursor

whatever. Simple.

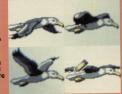
These special tools control the sprites, animation and text facilities contained in Art Alive. Read more about these exciting features further on in the review.



Artistic? Autistic?



Art Aure senates you to cheek
you own sprine, animate them,
and each the benefit of the control of the control
and each the benefit of the control
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and the control of the control
and you control
and you





PRE-DRAWN

If you're hering disclud frawing anthing (which is very understandable with this art package), you'll dockbleash be hearthead to hearthead hearthe



MEGADRIVE



Clearly showing inspiration Infantilism, Jazza's piece elicits feelings of shambling naivete while at the same time explores the rich hinterlands of the child-like soul within us all.





traditions to the wind such as Richard's study of a bygone condition both dead and alive.

In an echo of his real-life struggles, Gary's work lays bare the dark conflict of his inner soul as humour, the ability to defend himself and his strong feelings of maternal protectiveness battle for supremacy





Taking his sphere of influence from the Crewe Photo-Realists, Radion's incredibly accurate study of his home looks deeper and the sinister. aspects of his personality are laid bare for all to see.



Sonic with a happy mask chases a girlie.



And lo! The Sea turned red

COMMENT

While Art Alive is certainly a noble mpt at trying out something se and different on console, tually a completely pointless am. For a start you can't

program. For a start you can't all the company of t drawing curves is next to impossione: in exhibit or brushes is dreafful, the spray can option useless and to cap it all, the program itself is really slow. To be honest, Art Alive is a waste of money, if you wan to make computer pictures, get a computer and use your console to play games on - after all, that's exactly what it's designed for.

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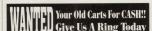
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NINTENDO



Daspite their similarities to a certain number of hard-shelted amphibian assassins, life as a Battletoad couldn't be simpler. There are no crime-fighting japes for these dudes - just spend their time living it up on the cosmopolitan party planet of Lost Vegal.

Due to her somy penchann for destroying placets, the visited Dax Queen is barred from visiting this the visited Dax Queen is barred from visiting this verifiable pleasure palace in a fit of popule the megalloriansacie monarch kidnaps the toy toward bright place of the toads' griffiend Principas Angleica. With these captives she plants to force our heroes into green stavery on her fortress plante. Her plan backfres when Rash and 21% secape her clutches and Islanch their rescue bid, along with mentor Professor T Bird and their falsbo space ship, the Vullette.

Now it's up to Rash (and Zit.in Nov-player mode) to battle their way through the many platform levels of the Dark Queen's homeworld. Their aim is to reach the core containing the Dark Queen and the total's captive companions. Many obstades but their way, from flying wartholds and gold laser choling walker robots to seas of lava and mile deep pital Are they load enough by paid if off or are they condemned to end their days being served up in a swaristy French resistant mit that is froge you're thinking off you deep:





STILL FANCY YOUR CHANCES ? COME TO ME NOW, IF YOU DARE! HA - HA - HA - HA!

- ▲ The Dark Queen's taunts get worse as the game progresses. However, should you reach the end of her dark domain, she'll do her best to lead to an early grave! Very nasty...
- Smack these creatures to kingdom come! You get 500 points for your efforts, you also get the chance to use their remains as weapons!

▲ Unable to reach the useful pipe, Rash is viciously slapped about by a flying meanie! A staple diet of flying kicks should be the order of the day here.

TOAD IN THE HOLE

A later level sees to be data sheeling down are normous pit. They move around the screen by swinging on the rope and dropping down or climbing it as they see fit. Ementes assail the gallart pond-dwellers from all sides, and the slimy green ones use all their rope-bound martial arts skills to combat them. New moves available here include sword flighting with raciotib backs and using the wall on each side to boost off for a mega-stam!

SCALED FURY OF THE NINJA

The webbed fists and feet of the Ninja toads are weapons to be feared. Few enemies can stand more consistent of the standard of the standard opponents are easily dispatched with the super move – a vastly inflated fist to the chops! The toads can also jump kick, charge and pick up shattered bits of robot, which they can throw at an opponent of their choosing.

The special move in attack! Pull this off and any meanie is splattered!

MEAN MACHINES 56





NINTENDO REVIEW (=)

could deck his opponents



マンマンマ 古古古古古



In this bizarre underground domain. Rash discovers the essential jetbikes!

ROBOT SMASHING CAN BE FUN

Certain enemies require special techniques to defeat. For example, at the end of level one the toads face a giant robot equipped with huge laser cannons. The action then switches to a view from behind the sights of the enemy guns. Avoiding the barrage of laser fire is the order of the day, whilst at the same time picking up boulders and throwing them at the machine. Three hits and it explodes in a shower of spare parts

Just like those other irritating amphibians, the Toads have a great line in California-style banter. Are they cool or what?



COMMENT



The prospect of another NES platform game wasn't exactly appealing, although the Gameboy title upon which this is based was fab. Still, one go of Battletoads was enough to allay our fears. Although Battletoads has a lot in common with a number of other games, it seems to have borrowed the best elements of each. The presentation is great, with long cartoon-style intermissions and attract

sequences. The graphical excellence of these is not quite carried through to the game itself - the sprites are a bit small although they are very well animated. The sound is bearable with some unobtrusive tunes and a number of entertaining effects. It's the gameplay which makes Battletoads stand out from the crowd. The emphasis is more on beat 'em up action than platforming with lots of things to hit. It's a good thing too, as the platform bits let the game down slightly, the collision detection for your landings is quite poor leading to a number of unfair deaths. One of the greatest things about Battletoads though is the sheer variety. There are so many changes in the action, such as the jet biking and abseiling sections, that it's difficult to get bored. Battletoads is no pushover either, there are a lot of levels and although they're not particularly long they pack quite some challenge. Given the lack of top notch beat 'em ups on the NES Battletoads is well worth the money.

NINTENDO

This is the view from the **ENREVIE** enemy gun turret. Guide Rash and pick up loads of stones. Chuck these at the

NAME AND STREET

030750 00000 000000 000000

COMMENT



give experts the potential to hone JULIAN their skills and rack up enormous amount of bonus points. It's this aspect that kept me coming back constantly, even after I'd finished the game! Battletoads is definitely one of the best Nintendo games I've played for quite a while and shouldn't be missed under any circumstances.



Plenty of tonguing action here as Rash gobbles up some tasty flies. These provide extra energy.

JET JAPES

Although toads are more commonly known to get around by use of large jumps the Battletoads have a better idea. At certain points during the game they stumble across enemy jet bikers. Clobber these and steal their transport and many speed-related pranks are yours for the taking. Look out for walls barring your way as it takes the extraordinary jumping abilities of the bikes to clear them and at high speed the





Battletoads is so popular in America that an arcade machine is being produced! The company behind the game is Leland, the creators of Ivan "Ironman" Stewart's Super Off-Road. Leland are incorporating the same gameplay and levels as the NES game, but are obviously going to use better graphics and sound. Just like Super Off-Road, coin-op



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RELEASE DATE: MAY GAME DIFFICULTY: MEDIUM

LIVES: 3 CONTINUES: 3 SKILL LEVELS: 1 RESPONSIVENESS: SKILL







Two-player option, lengthy cartoon intermissions and a great attract sequence.

Small but colourful and well animated sprites accompanied by interesting backgrounds and a good sense of humour.

The tunes don't interrupt things, although they don't add a lot to the atmosphere, and the effects are pretty good.

Fast and addictive. The action doesn't let up

and it's a lot of fun to play.

The levels aren't tremendously long, but they're not easy and they're all varied enough to stop you getting bored.

Battletoads is a highly enjoyable and hugely varied game which is well deserving of a place in anyone's collection.

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REVIEW

Larth is in troublet An alien space craft of vast proportions has somehow managed to completely deactivate the Earth Defence Net and faunch a massive attack on the major population centres of the world. Unable to retaliate, the leaders of each nation which as the aliens build their own command centres and begin to take over the world! Meeting at an action of the second to the command centres and begin to take over the world! Meeting at an arman service of the second to the

You (and your chum in two-player mode) are charged with the task of tackling the enemy forces. This occurs over a series of overhead and side-on shoot 'em up scenarios, collecting new weapons, driving armoured transports, and blowing up anything vaguely alien-looking.

But during their short-lived occupation of the Earth, the aliens haven been ide. Using their strange and extraordinary skills, they've managed to deposit a lethal alien at the end of each level. They've been trained to absorb many hits before their eventual demise, and even their looks have been distorted to make ordinary humans cringe in fear and soil their tousers with primal terror.

Against such phenomenal odds, do you still reckon yourself hard enough to get the job done? Or will the only job done be the one in your undies.

SIDE-ON SLAUGHTER

The majority of the game is played on a side-on, horizontally scrolling backdrop, very similar to Gryzor in the arcades. Our boys have eight-way shooting abilities along with a useful jumping skill. They even cling to walls Spider-Man fashion (and continue blasting at the same time) should the need arise.



SPIRITS



This tank is one mean piece of kit!

Using his trusty flame thrower, the

Contra blows away the many veapons attached to the underside of the massive battle ruiser. Legions of enemy spriterake the task a lot more difficult he more damage inflicted, the nore resistance the Contra faces







FAMICOM

REVIEW 🗐 🎚



IMPRESSI WEAPONS

h all sorts of heavy d re which is just as we ly, considering what sort of ms are available in Cor



but its power is impressive ISS TOP BUT MEN



HOMING MISSILES: This we ots off powerful homing



but it does need

Many thanks go to Advanced Console Entertainment of London for lending us the review cartridge of Contra Spirits. Should you wish to learn more about the game, call them on 071 383 0480.

Newpoint. However, rather than rotating the main sprite, the Super NES' custom chips actually rotated the background as seet in games like Matal Hawk and Assault in the arcades. The L and R buttons control the rotation of the backdrop, whilst the normal controls move the Contra about. The actual aim of this section is just to biow away the specified targets and then head for the boss for the end-of-level confornation!



COMMENT



Anyone who doubts the abilities of the Super NES should take a look at this - it's unbelievable! The graphics, sounds, special effects and varied, highly addictive gameplay are all absolutely outstanding and make for one of the greatest shoot 'em ups yet seen. In fact it's so good it puts most of the coin-ops I've played

recently to shame!! The sideways JULIAN scrolling bits are all action-packed with tons going on, and the overhead sections are like a mega version of Crackdown. The game is very, very challenging, especially when you play it on your own, and the final guardian is nigh on impossible to dispatch until you learn his special attack patterns. Contra Spirits is a superlative game and Super NES owners shouldn't miss it under any circumstances.







FAMICOM





= REVI



TWO-PLAYER HIGH JINKS

Two players can participate in Contra Spirits for some simultaneous blasting shenanigans. There are two options that change how you play the overhead section of the game.



This is the final boss in his first form. In the end, even his brain pops out and



Wow! Contra Spirits grabs you immediately with its ultra-violent

gameplay. Literally thousands of

COMMENT

enemy sprites bite the dust before the game is complete, and that's just in EASY mode! The graphics are spectacular. Konami have incorporated every Super NES graphics trick in the book, and added plenty of new ones too! I defy you not to be impressed by the overhead rotational levels they're just jaw-droppingly amazing. The sound is

awesome too, with atmospheric scores that almost rival Actraiser in their brilliance. It's a shame that the effects are just so loud, as they tend to drown out the music. Other than that, you just can't fault Contra Spirits. Basically, what we have here is ultra-addictive, arcade quality blasting action - with simultaneous two-player action thrown into the bargain! Once again, Konami have produced a product that simply MUST be purchased!

THE BOSS

the Contra takes on level one's







BY: KONAMI

RELEASE DATE: IMPORT GAME DIFFICULTY: MEDIUM LIVES: 2-7

CONTINUES: INFINITE SKILL LEVELS: 3



A good range of options including one or two-player games, and some great presentation screens.

Amazing graphical effects are the icing on a cake that consists of brilliant sprites and superb backdrops.

The effects are great (just a bit loud!) and the background music is stunningly atmospheric.

Contra Spirits boasts fast, super-smooth arcade action that doesn't slow down very often at all.

...and although you might complete the game in EASY mode, there's still more to be discovered on the higher difficulty levels.

Contra Spirits currently ranks as the greatest 16-bit shoot 'em up available!



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If you asked most people what their idea of a steady job was, you'd be likely to hear answers such as "working in a bank" or "being an accountant". Not so the dangerous road racers of the world. Their idea of a steady job is racing their fast cars all around the freeways of the world in a rather dangerous fashion. The winners get a fat pile o' cash, and the losers get

horribly mangled as they crash into road barriers, off cliffs and into each other If this is the sort of thing which appeals to you. Road Fighter is your chance to put yourself in the hot

seat and take on the best racers around in a horizontally scrolling viewed-from-above drive 'em up. To win each race you must cross the finishing line before your meagre amount of fuel runs out, dodging oil slicks, other cars and incidental traffic such as huge lorries. Many tortuous courses await your vehicle. Win them all and a fortune is yours.

COMMENT

Amougn I was wared that hose Fighter was bad, I wasn't quite prepared for the grotesque mailformation of a game that assaulted my senses. Right from the cheap title screen and lack of options, Road Fighter Just screams 'low quality'. Press the accelerate

button and the speedo leaps up to several hundred kph, but your car doesn't move until the other racers

are out of sight. The fuel allowance n fuel to complete the race to start with. The opposition are another flaw of Road Fighter. Half of them don't move at all, and the other half almost teleport into you as soon as they sense your presence, sending your car spinning off the road. Likewise, the hazards (namely poorly-defined oil spills) are similarly unavoidable

you're stationary, control of the car's totality unrealistic, oyu seem to be on eastors or some kind of four-wheel steering, as you car doesn't furn, if just sildes across the road. Speaking of which, the courses must be the most feeble ever Each track leadures about three shallow bends which a blind person could negotiate with their hands behind their back. Road Fighter is a game which induces sheer hatred within minutes of play. I know it's easy to put the boot in, but Road





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or not you'll make it to the finish can be tempered by a single glance at the course meter. Although this doesn't actually show the course itself, it does mark your progress along the road. This allows you to see how long it's going to be before you reach that chequered line conveniently painted in the middle of the road.

Being a top racing man, you are of course in command of a top racing car. Not only has it got rear seatbelts and a tinted sunroof, but it also has a selection of two different gears! First gear powers you up to a piffling two hundred-odd km/h, whilst the top gear pushes your automobile to

almost unheard of speeds of over four hundred km/h! So you don't get them confused! First gear (good acceleration to mid speed) is accessed with button B. and A is used for second gear (mad turbo speed).

think you're the fastest thing around. But think on, matey Superman himself appears from time to time, doling out a thousand points every time he reaches the top of the screen! What a hero! But hang on, if these races are so

illegal, why doesn't he stop everyone and have them arrested?

COMMENT



of a shambling mockery of a sick parody of a game cartridge. I quite honestly haven't seen a game so fantastically bad for many, many years, and the only ones I recollect being as disgustingly rubbish as Nthis were old computer budget

games that cost £1.99 each. This pustulent title costs ten times more! What's wrong with it? Well, apart from the game being unbelievably simple there were better and more complex race games designed and incredibly frustrating. The fuel limit is extremely tight, and one mistake is all you need monosaive the road when it comes onto the screen. Even if you remove the gamelplay, three screen. Even if you remove the gamelplay three are no redeeming features. As you can see from the screenshots, the graphics are a worful joke, with infantle sprite, brain-dead backdrops and no animation on the cars. And if you think it looks bad, wall until you have the said, booming eacephony of naff affects and chronic, wheezing, integr tunes. Uptil it's admitted black Amband 409.



NINTENDO



GAME DIFFICULTY: HARD LIVES: 1 CONTINUES: 0 SKILL LEVELS: 2 RESPONSIVENESS: SLUGGISH







Crap title screen, no options, but two skill levels to challenge you.

Small, feeble sprites, sad backgrounds and drab colours make Road Fighter a visual corpse.

A dreadful drone simulates a throbbing engine and there's little else besides.

Frustrating controls, an amazingly tight fuel

limit and totally naff gameplay causes hatred within minutes...

...and that sheer annovance and frustration coupled with the shallow and completely unrewarding gameplay results in this being binned almost immediately.

Utterly dreadful graphics, sound and gameplay make this the worst console game yet seen!



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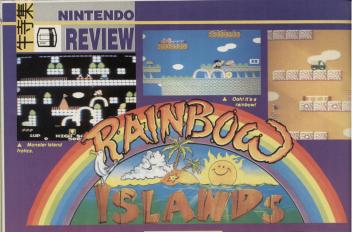
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VISA



Bub and Bob are heroes! After rescuing their girlfriends from the evil clutches of The Boss o geriffeneds from the ever ductions of time deason. Shadow in Bubbis Bobble, the last's returned to there home town in the Rainbow Islands and as the Japanese scenario puis it, got "Supon-Drunk". The afternath wasn't a near-fasil hangover as we might expect, but now the bubble blowing dinosaurs have changed back into human form. But the last's celebrations are short-lived. The evel Boss of Shadow has returned to enslave the Rainbow

Islands and their inhabitants, and not only are our heroes trapped amongst this carnage but the Islands are sinking as well! But there is one hope. If seven huge crystals are collected the Rainbow Islands and their abitants will return to normal, and why not give that

scrolling levels of all seven islands, dealing rainbow death to any minions or end-of-island guardians that stand in the way.

GET A MOVE ON!

The pressure's on in this game! As soon as you start a screen, the water level slowly begins to rise, forcing you to move steadily up the screen to avoid a watery death. If you're doing well you also have to take care not to make a mistake and fall too far otherwise it'll be more drowning hilarity and hi-jinks!









Despite their cutesome appearance, Combat





Here's level one's guardian - a bouncy spider

POTS O' POWER-UPS

There are a huge amount of power-ups on offer in Rainbow Islands. Red pots are collected to give Bub an extra rainbow to fire (up to three can be collected), whilst yellow poss speed up the rate at which rainbow can be created. Training shores generally speed the lucky here up at all – just the business for avoiding some of the Boss of Shadow's more evil minions. Shields and various other Cutely "over-ups (like fairles) are also available as you progress through the game.



frolics here on Monster Island.







BUBBLE BOBBLE BRILLIANCE

Rainbow Island's predecessor, Bubble Bobble, is wallable on the Gameboy, NES and Master System. All are superb versions of the arcade classic and feature one or simultaneous two-player action as the participants guide bubble-blowing dinosaurs through 100 levels of wid n' wacky action. If you're after an original and highly entertaining platform game, this is well worth hunting down.





Bub completes a stage and reaps the bonuses

COMMENT



I'm one of the piggest Rainbow Islands fans in the cosmos and expected great things of this conversion.

unfortunately, I was verv disappointed RICH with this lacking

effort. As you can tell from the screenshots, it looks like the arcade machine, but there are a number of highly irritating factors that combine to make the game very annoying to play. First of all, the collision detection is awfully odd. Sometimes you just don't climb the rainbows when you should. Other times your rainbows don't kill the enemy sprites on contact. Another irritating aspect of the game is the speed. or rather the lack of it. The smooth, fast gameplay of the original has been replaced with plodding, unresponsive action that soon grows quite boring.

Just about every other version

of Rainbow Islands I've played

coin-op will feel let down by this

is great, but even fans of the



COMMENT



I was really looking forward to Rainbow Islands, but sadly my expectations were dashed once I started to play. The graphics are quite poor and there's a lack of the bright colours which gave the arcade game its unique style. The sound is particularly bad, with only a couple of effects which start to give you a headache after about three minutes. Even worse is the

gameplay. The collision detection RAD is laughably inaccurate and accounts for many an unjust and frustrating death. Not only this, but the controls are also unresponsive, leaving you plummeting to your doom because you couldn't walk up a newly-formed rainbow. Even Rainbow Islands fanatics will tire of this after a few plays.

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DATE: MAY RELEASE GAME DIFFICULTY: MEDIUM LIVES: 3 CONTINUES: 3 SKILL LEVELS: 1 RESPONSIVENESS: PLODDING







A very boring intro sequence and nothing else very exciting to speak of presentation-wise.

Although the graphics are quite faithful to the coin-op's, the colour isn't half as vibrant.

The cute tunes of the arcade machine have been replaced by depressing, booming efforts. The sound effects are okay though.

Easy to get into, but the controls are slow and unresponsive and the collision detection is very doday.

All of the coin-op levels are included, but the

game is so annoying to play, you won't want to stay the distance.

A potentially great conversion is let down by plodding gameplay, annoying controls and dodgy collision detection.



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NINTENDO



It's the game that made a small software house called Anco an overnight sensation! It's the game that has been hailed as the greatest sports simulation of all time! It's appeared on virtually every system known to man, and has now finally arrived on the

Nintendol As the name and the screenshots suggest, Kick Off is a football game. But what you can't see is that Kick Off has a different control system to any other football game. In normal soccer games, the ball "sticks" to the foot of the player in possession, but with Kick Off the ball has to be successfully manipulated by dribbling, trapping and shooting - just like real life.

Just about every single rule of soccer has been programmed into Kick Off, including offsides, fouls, penalties and sendings-off!

MASTER SYSTEM SUPER KICK OFF



US Gold's superb Master System version of Kick Off was reviewed in Issue 14 and scored a massive 96%. It's the finest sports simulation yet seen on the machine, offering plenty of challenge and addiction for a single player, and sensational action in two-player mode.

OFFSIDE AND MARKING



Two features not seen in previous versions of Kick Off are offside and marking. The first stops goalhanging and also thwarts any attempts at a Wimbledon-style up 'n' under attack. The second gives you the chance to mark two of your opponent's players.

MEAN MACHINES 72

DO YOU WANNA TOUCH



At the beginning of a match the players have the choice of selecting after touch. If this option isn't taken, the players kick the ball in a straight line. Selecting the option allows the player to bend the ball by moving the joyped left or right just after the kick has taken place. -Ideal for passing the ball around

TAKING THE

Football is played on a wide variety of surfaces, and Kick Off reflects that. As well as a normal dry pitch you can opt to try out your skills on the now-outlawed strength-sapping high-bouncing artificial surface, play in the wet for increased ball travel, or attempt the soggy pitch and watch your players slide about and make complete bactons of themselves.





NINTENDO REVIEW [







If you've always thought a country's kit was a bit boring, here's your chance to liven it up.

SHIRT COLOUR



Not much action here.



There are a variety of different game options. Single Game lets you play a one-off match against the computer or a friend. International Friendly is similar except that you choose a national team to play with. League allows you to test your soccer skills against seven other computer or human-controlled teams. Matches have to be played home and away, and after 14 weeks the team at the top of the league are declared champions. Cup is a straightforward knock-out contest, and finally Euro Trophy is a combination of League and Cup.

A little midfield japery going on here with the "MARKING" option.

COMMENT



SNES counterpart. The graphic sound is dire. The ball logic is somewhat odd, with Mr Ball zooming off in whatever randon direction it feels like. The players also suffer from a bad case of intangibility as the ball passes straight through their bodies very often. The compute players also have some strange players also have some strange form of telepathy, zooming in front of your men to intercept the ball and run away with it. Try player chasing down the ball w turn away as you're given control of someone in a pathetic position. NES Kick Off makes a mockery of the finest soccer game ever and once more leaves the NES without a decent

NINTENDO

Ooh! There's a long ball if ever I saw one.



A lone blue defender covers the attack.



The 'keeper is foxed by a clever chip shot.





Owl Ouch! *!*! !!

COMMENT



brilliant player control and game logic that nakes Master System Super Kick Off the superb, highly playable footbal game it is, and

it's the utterly LIAN dreadful player control and game logic that makes NES Kick Off the sad, almost unplayable football gam it is. I just can't believe what an awful mess the programmers have made of this conversion especially when you compare it to the Master System game. For a start the player select system is awful, often choosing a player in a completely stupid position. Then there's the control system itself. Slide tackles are itself. Slide tackies are hopelessly inaccurate, with players sliding about like unguided missiles - never in the direction you want them to. hit-and-miss with players not immensely frustrating, especially as the computer players swoop in and grab the ball virtually every time. The collision detection is vague and the ball seems to go through players more often than not Accurate shooting is unsticky due to this, so the control of target. I could go on, but I'm now. Whichever way you look this, either as a conversion of Kick Off, as a football simulation or simply as a game in its own right, Nintendo Kick Off is dreadful in every respect.



BY: IMAGINEER

RELEASE DATE: OUT NOW GAME DIFFICULTY: MEDIUM LIVES: 1

CONTINUES: 0 SKILL LEVELS: 4
RESPONSIVENESS: OKAY







RESENTATION 930

A vast range of options to tweak, affecting just about every aspect of the gameplay.

The scrolling is fast, but the sprites are badly drawn and lack crispness and definition.

Very sad in-game effects and a warbling tune on the title screen.

Unrealistic ball movement, poor player selection and hopeless controls provide initial obstacles...

...and the unappealing gameplay and Kick Off's many faults put you off playing permanently after a few sessions.

A very poor, badly flawed and virtually unplayable conversion of the greatest soccer simulation ever.



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Motor racing is one of those things which appeals who everyone but only a few people have the skill, money and disregard for life required to actually make a career out of it. Luckily, SNES owners will no longer have to risk life, limb and family fortunes to enjoy the thrills and spills of Grand Prix driving for F1 Exhaust Heat is here!

The game is a detailed simulation of a Grand Prix season, featuring accurate replicas of the world's most famous circuits and many exciting aspects of racing from constructing your car right down to the weather! So put on one of those funny balaclava things, adjust your fulfy dice and prepare to floor that accelerator.



MOSCOW STATE CIRCUITS

Sixteen of the world's greatest circuits are faithfully reproduced for your delectation in F1 Exhaust Heat. Any of these may be selected for a practice run before moving on to the race proper. As in real life you are allowed as many practice attempts as you like before competing, and it's advisable to get to know a track before you race on it. Some of the tracks are simple enough, like the UK for instance, but later circuits such as Monaco and the USA take a lot of practice before you achieve a reasonable time.









REVIEW



WEATHER OR NOT

Typical, eh? You've just put on your rice thin brightly coloured summer rainglings and it starts to rain. Knowing how fusuraining this can be, the programmers have thoughtfully added a weather forecast to the pre-race info (displayed over a revolving map of the course). This also aids you when it comes to kitting out your automobile before the race, such as adding high-girp rain tyres or even replacing these with no grip-at-all sities to friee weather.



A vicious 180 degree turn awaits further up the track. Even if you avoid the visible brick wall, chances are there's another one waiting around the corner.

COMMENT



Using the same spin 'n' scroll trick as F-Zero and Pilotwings. F1 Exhaust Heat manages to bring all the thrills and spills of Formula 1 racing to the Super NES - although it certainly doesn't feel like it when you first play. There are no trackside obstacles and the game has a rather sparse and empty feel should it. One you call light the

Incassine obstacles and the game has a rather sparse and empty lead to the process of the proces



CAR-MA

The car you begin with may be adequate for your early needs, but soon enough it becomes vastly outclassed by the opposition. Luckily, for every race you complete you are awarded a sum of money (depending on what position you finished in and what repairs are needed). With this cash it's possible to modify your car in many areas, from the transmission, suspension, engine and diffusers to the wings and chassis. You can even add nitro should the whim strike you (just like the real thing...).



SAVING UP FOR A RECORD

With sixteen tracks and as many World Championships as you may care to take part in, F1 Exhaust Heal is certainly a game which keeps you at your SNES for some time. Relastings that some people may need to stop and eat or perhaps even sleep, a hardy seer mode. The alloway hardy seer world has been included. The alloway hardy seer world was been to the control participants may have their Championships saved at any one time, so you can battle against one another for those records.



Sometimes it's best to cut across the grass.

still overtake computer cars.

Even though it slows you down a bit, you can

FAMICOM



- The yellow icons flash up at the top of the screen, warning you of sudden corners up
- ▼ In the pits, your experienced team help minimalise the damage you inflict on your fine Formula One speedster. Don't dally though or you'll lose the race!







We're in the money! Hurrah!

ks to Nicky Lee of Risborough, Bucks for

COMMENT



F1 Exhaust Heat re-sets the standard for SNES race games previously established by F-Zero. Right from the start the whole to is beautifully presented, and the graphical feast is carried over into the game too. Although the cars aren't exactly detailed and the aren t exactly detailed and the backgrounds are lacking in variety (although they're excellently drawn), the scrolling and 3D update is smooth and unbellevably

HAD update is smooth and unbellevably fast. The spirle croation used for cornering is great too, especially if you spin off the road! The sound is adequate, although not exactly exciting, but all this pales once you start the game. It moves at an inerdible pace without any ascribic to the handling, it's really easy to pick up the batic controls, but it takes hours of practice to start shaving seconds off your best times. The start of the control is not taken hours of practice to start shaving seconds off your best times. The control is not start takes hours of practice to start shaving seconds off your best times. The analysis and the start of the control is not sta



RELEASE DATE: IMPORT GAME DIFFICULTY: MEDIUM LIVES: N/A Continues: N/A SKILL LEVELS: 1 RESPONSIVENESS: CRISP







Loads of options, things to twiddle with, a save option and stunning presentation throughout.

The cars are a bit dull, the backgrounds are fab, if a little lacking in variety, and the 3D update and general scrolling is breathtaking.

The engine noises are good enough to tell you when you've slipped a gear but that's about it.

It's fast, responsive, realistic and absorbing and time flies by when you're racing!

The sheer number of courses, plus the GP Championship and all those records to be beaten should keep this in use

One of the best race games on any console! SNES racing fans would be very stupid indeed to miss this.



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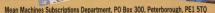
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NINTENDO

wint 中 (二) RE

When carbon characters look in their mallooxes it beads to cartain peril, courtsy of an exploding parcel or some concealed predator. Perhaps then, gugs should have known better than to check if any of his pals had sent him a fitting him to check if any of his pals had sent him a fitting him to part of the part of the

Now its up to you to guide Bugs across the platform landscape of the Loony Tunes word in an attempt to reach his birthday bash. This is made somewhat more difficult by the legions of angry toons after your fully hide, from the more popular ones like Yosemite Sam and Treety Pie (I) to Isseet known foes such as exploding docks and bubble-blowing soup ling keell, lart's what they look like anyway). Can Bugs make it to his goal and get blown out before he gets blown up?



COMMENT

The prospect of a Loony Tunes game generated much excliement around the office. As it was loaded in, first impressions were good, a nice title screen and story intro featuring loads of cardoon characters were the first things to be seen. Sadly, once we finally reached the game it turned out to be a shambling platform attempt. The animation and scrotling on.

The animation and scrolling on Birthay 816-w. Out are nideulously jerky. The sprites are bastly defined, indeed unrecognisable in some cases, the music is ghastly and there are only a few effects to speak of - and they're errop. What's avers of all is the gameplay. The response time is so slow and to collision detection as poor that so slow and properties of the state of the state of seasons of the state of hone of the stages pase much of a problem and it is a clinch to notch up thirdeen or fourteen bonus lines at the end of each level. A very poor example of an overworked NES genre and a said loss of a potentially hildricus and entertaining license.

BUGS BU BRAHDAY B



Carrots are certainly a rabbil's best friend, so naturally it's up to Bugs to collect as many of hiem as to collect as many of hiem as leave behind a small square warred those behind a small square Warred Bros platform for Bugs to jump on, making it possible to upon on, making it possible to reach new sections of the level. "It not usually essential to use these to complete a stage, but many bonus screens containing proportions of certain are often including of certain are often minuted and certain are often to contain the certain are often to contain the certain are often to contain the certain are often to the certain the certain to the certain the certain to the certain the

Just collect as many carrot icons as you can! These boost your score, and come in handy for the bonus

Althe end of each level, our rabbit chum is given the opportunity to earn many bonus lives in one of two sub-games. One is a form of Bingo, where Bugs selects live transform numbers, and the longer the lines he makes on his card the more lives he is awarded. The other is a complete version of the bod Whack. A Mole arcade games. Way weakes por nationity out of nine holes in the ground and it's up to the bod May to his lack of the with his mallet before they discovered the selection of the control way to the card of the discovered the selection of the control way to the card of the control way to the card of the mallet before they make the selection of the card of the car

go on each of these costs ten carrots, so much larder-raiding is the order of the day.

▼ Wile E Coyote's very upset.



CARROTS ARE BUGS' BEST FRIEND



BASHING



he can take no more. Hurrahl

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HAMMERING GOOD FIIN



As always, Bugs is far from defenceless in his quest. He packs with him the standard issue wooden mallet so beloved of many cartoon characters and he uses this to great effect on his enemies. However, every time Bugs sustains a hit (he can withstand six in all) he becomes momentarily stunned (indicated by stars flying around his head) during which time he is unable to wield his trusted weapon.

COMMENT



that the ere after something that would appeal to the vounger games player here. After all, the game itself is rather simplistic When it comes

around the platform environment dodging (or beating up) the meanies and collecting carrots. This wouldn't be too bad if the action was fast, fluid and fun, but Bugs Bunny's Birthday Blov-Out is slow, very jerky and extremely boring. Considering that this is a cartoon licence, graphics are very important. Unfortunately, what we have here are mournful misshapen sorties and around the platform misshapen sprites and Lego-style blocky backdrops. The sound is also a fortorn debacle, boasting sad effects and horrendously twee music. The only good point about the game is the presentation. At least here the graphical representations of the cartoon characters are fairly close to the originals. Other than that, Bugs Bunny is a shallow, completely unenjoyable game that you'd do well to avoid, even if you're an ardent Loony Tunes addict.



RELEASE DATE: APRIL GAME DIFFICULTY: EASY

LIVES: 3 SKILL LEVELS: RESPONSIVENESS: USELESS







The odd option and a long cartoon-style story intro, although you can't fast forward through this.

Small, rather unfortunate sprites hobble along bland, samey backgrounds in particularly unhealthy jerk-o-vision.

Even if you're deaf you'll still find the grating tune and weak effects offensive after a few seconds.

The collision detection is grossly unfair and

the responsiveness is slower than Elmer Fudd's thought processes.

It's far too easy and not enough fun, and the end result is a game that becomes very dull after a few sessions.

A dull, unoriginal and poorly executed NES platform game, and a massive waste of a fine license to boot!





BACK TO THE

predecessor. Back to the Future is still available for the Master System, but players should take note that when we reviewed this sad game back in December it scored a mere 37%

collect the four charges required get the engine up to 88mph so he can make the time trip home.

COMMENT

After the disappointment of the forlorn Back to the Future II, it's good to see that Back to the Future III is of a much better quality. But even

JULIAN to being disappointed. What's there is very good - the three levels all feature marvellous graphics and excellent soundtracks, but the problem is that at the end of the day there's simply not enough. Even a mediocre Master System player should be able to finish it within a day or so, and after that there's little to keep you coming back. If the missing Megadrive level could have been squeezed in, things would have been a lot better, but as it stands I just don't think there's enough game for the money.

his first accidental foray into the world of ntinuum-hopping, there's been no stopping Marty McFly. Whether it's buying sporting almanacs from the future to make lots of dough in the past, playing heavy metal concerts in the 1950s or even changing the course of history itself, Marty has got what it takes to be a true time traveller In this game, based around the third and final part

of the Back to the Future film trilogy, Marty goes back to the 1880s to rescue his pal Doc Brown who was accidentally sent back to that era when his time travelling Delorean was struck by lightning. Along the way, Marty also has to thwart the evil ways of Mad Dog Tannen's gang, headed by an ancestor of Marty's arch enemy, Biff!

Back to the Future III adopts the familiar game-of-the-film format with each level representing a

different scene from the film. There are three levels in all, the ultimate one being a ride atop a speeding train as Doc and Marty attempt to get the Delorean up to 88 noh so they can make the final time jump home.



COMMENT

After the baboonery that

is Back to the Future II, I was expecting the worst from this game, However,

was pleasantly

surprised by a

is graphically and sonically

conversion that







The Megadrive version of Back to the Future III was reviewed eight weeks ago and scored 77%. It's very similar to this version except that it has better graphics and sound and also has an extra shooting gallery level









IMAGEWORKS

RELEASE DATE: OUT NOW GAME DIFFICULTY: EASY

LIVES: 5 CONTINUES: INFINITE SKILL LEVELS: 1 RESPONSIVENESS: GOOD







Great cut screens, but no options.

Very high quality throughout, from the excellent stills to the nicely animated sprites

and colourful backdrops.

Surprisingly good tunes play throughout. and the sound effects aren't half bad either.

Very easy to get into, with the high-quality

gameplay providing much enjoyment...

...but sadly there are only three levels and that's simply not enough to provide challenge and hold interest for very long.

A potentially great game-of-the-film sadly let down by its lack of content.



A dreamy apple tempts Tiki towards a kil

Tiki the Kiwi is in a bit of a dilemma. Why? Cos' evil and mean Sammy the Seal has kidnapped all his chums as has locked them up in cages all around a surreal landscape. Sounds weird? New Zealand Story combibility.

But who cares when it's as much fun as this. The idea is to rescue all of Tiki's chums by running and jumping around the multidirectionally scrolling landscape and reaching the cage before the timer for

interparticular screen reaches zero.

There are all sorts of horrid baddies making life difficult, but Tik is armed with a bow so be can span off armos at the aggressors. A variety of cute power-up weapons are also available, including balloons and flying craft which Tik can use to get to



IKI ON MEGADRIVE

the wegatinve, authough sady on import day at the moment. Rather than being a straight arcade conversion, it features completely new specially designed screens to offer even more challenge that the arcade original? If you're interested in acquiring conv of the name, ring your local import specialist.

MEAN MACHINES 90

NINTENDO



Various flying devices are available in New Zesland Sloy that make getting around the platform levels a microscale. Billotton are it more common, but one management of the second services are considered to explode! A taser one date, and provide the services are considered to the services of the servic



Not much happening here, is there?



Tricky moving platform japes await Tiki here.



One of Tiki's chums is guarded by Mr Boomerang.

Tiki has a variety of different power-ups available to stick under his wing, and these include:

you, but if it's long range something different.

burns through those enemies, so grab hold of it while you can!

ARROWS: Tiki's conventional weapon is pretty average to begin with, but it is powered-up later on





Some of the routes through the platform levels of New Zealand Story are submeriged in deep murky water. Thankfully, Tiki is able to hold his breath and progress through the water, but he can't go without air forever, so finding the surface exit is essential.

NINTENDO



Jumping through the walls is the key to success here

COMMENT



coin-op, with plenty of decen

els to travel through and i variety. The graphics are pat, with large sprites and great, with large sprites and excellent backrops that are very similar to the coin-op's. The sound is super's the annoying linkly tunes of his properties. For the Nitherland with the swingsome drums and decent instruments. The problem with New Zealand Story is that the action is just a tad too easy. "If! warrant that any decent games player will see most of the game Julyer will see most of the game during their first gaming session. Other than that, there is little wrong with New Zealand Story, Newcomers to the

Collect that bonus apple!

THE PROPERTY OF THE PARTY OF TH



RELEASE DATE- MAY

GAME DIFFICULTY: EASY LIVES: 3 **CONTINUES: 3** SKILL LEVELS: 1 RESPONSIVENESS: GOOD







PRESENTATION 690

Not much in the way of either presentation screens or options.

Not very colourful, but the backdrops and sprites are quite faithful to the coin-op.

Funky re-mixes of the original coin-op tunes and decent effects.

The game is quite easy to get into and the action is enjoyable.

There are pienty of levels to conquer, but the game is quite easy and New Zealand Story

veterans should complete this pretty quickly.

An excellent conversion of the coin-op.

that's let down by its lack of long-term challenge.

COMMENT



captures the look and feel of the coin-op original. The graphics are

JULIAN whated-out backdrops to the super-cities and the music has been better sprites and the music has been than it did before that it did before the super-cities and it doesn't take teo long until you complete the game entirely. It's a real shame that there isn't more of a challenge, because as it stands it can only recommend this to Nintendo novices. Those who 've played the New Zealand Story coin-op for any length of time just won't get their money a worth.



Looks like airborne co



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Apart from Pacmania, there's no new entries! What a surprise! Indeed, mostly it's just a veritable musical chairs situation as various games change places. That's about it, really.





GAMEBOY

Defying the laws of probability, Super Marioland stays at the top of the charts AGAIN! The Simpsons arrive at number two, with Bugs Bunny being the only other new release to speak of.



Nintendo GAME BOY, Will Bart take Mario's number one?



SUPER MARIOLAND

THE SIMPSONS **DUCK TALES**

BUGS BUNNY

WORLD CUP DOUBLE DRAGON

GOLF

GREMLINS II F-1 RACE

TURTLES

▲ It's that shambling parody of Bugs Bunny aga



BEAST

OUTRUN EUROPA

MERCS

DONALD DUCK

POPULOUS XENON II

BONANZA BROS

G-LOC

LINE OF FIRE

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REVIEW

You've in command of the most advanced Russian submanne in service today the Typhoon-class Red October. Cornying a massive complement of missiles along with a mean-impregnable layer of defensive aumour, the Red October is the most teared sea-fairing vessel in the world. But what really gives it it edge is the use of the Cavitation Device - a preco of equipment that makes the

As commander of the Red October, you are extremely worried about how the powers-that-be plan to use your vessel. So, you decide to defect to the West, taking the hi-tech sub with you! Understandably, your Russian commanders are more than a bit concerned about this move and decide to dispatch their entire sea-faring fleet to blow you out of the water.

As you've probably guessed from examining the screenshots, The Hunt for Red Colders in Divinity with you paiding the she in though many levels of sub-aqua excitement, pitting your wits against the entire Russian nave. Adding to the arteaty considerable problems are a number of deadly obstacles submarged in the dear screenshots are a number of deadly obstacles submarged in the dear steel waits that spring out from nowhere. Contact with any of these hazards results in the loss of some of the Red Colders's armour and when all of that has gone, it's gooding! Wenn.



TORPEDO TOMFOOLERY Two sorts of missile are on offer in

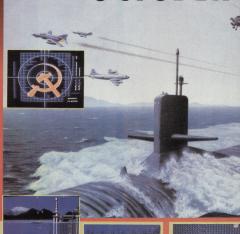
Two sorts of missile are on offer it The Hunt For Red October. Pressing button A results in a forward-firing missile being propelled through the ocean. Button B, on the other hand, dispatches a vertically firing missile - essential for annihilating surface targets.

POWER-UP!



Plenty of icons are left on the sea bed. Collecting these has different effects. Your weaponry may be powered-up, resulting in deadly homing missiles being fired at your command. You might just get a new complement of torpedoes, extra armour, or more power for your Cavitation Device.

THE HUNT FOR OCTOBER







Rehind the supremely ghastly. deformed graphics and absolutely abominable sound is a pretty decent shoot 'en

JULIAN trying to get out. 's a tricky and challenging game, with hectic action as you battle through fleets of enemy ships and dodge swarms of missiles. But the problem is that the graphics and sounds are so utterly, utterly bad that it really ruins the atmosphere and enjoyment of the game. Had there been better audio/visuals, think Hunt for Red October could have been great. As it stands, though, its horrible looks and sounds will put most players off.

There are even moving

COMMENT



Basically, the programmers have converted a brill suspense thriller movie into an average horizontally

scrolling shoot em up. The game itself plays quite nicely, with a good sense of underwater inertia on the sub and high compulsion to complete a level. Unfortunately, the game is ruined by two factors. The first thing to really put you off is the completely awful "soundtrack" that accompanies the proceedings. This sad, booming, jarring musical monstrosity sounds like some kind of retarded animal let loose on a Stylophone. The game is also let down by appalling graphics. Indistinct sprites, coupled with childish. blocky graphics do nothing for the game at all. Perhaps if the game had graphics and sound that were up to the quality of the Gameboy version, we might have received this game more favourably. As it is, you can't help but feel saddened at the great waste of potential.

COMMENT



up desperately

hazards in the deep.





RELEASE DATE: MAY

GAME DIFFICULTY: TOUGH CONTINUES: 0 SKILL LEVELS: 1 RESPONSIVENESS: GOOD







A fairly decent intro kicks the game off, but other than that, Red October is very lacking.

Sad, malformed backdrops and below average sprites abound.

A sonic debacle that could easily disturb small children. Turn that volume right down when playing.

Initially quite compelling, but getting further into the game is very difficult.

Should you wish to persevere, there's quite a lot of fun in this game, but the high difficulty level

A playable shoot 'em up that could have benefited from better graphics and sound



PAUSED

that the Cavitation

Device is working, switched off after a short period of



Pressing both buttons down

October's deadly ECM (Electronic

Counter Measures) device. This

A massive metallic wall

blocks the Red October

3275 C-67

DEVICE **HORSEPLAY** Simply by pressing the SELECT key, the Red October is made invisible to enemy radar. This means that the Russian fleet cannot track you or fire missiles at

you. Any torpedoes that are homing in on you instantly lose their sense of direction. The only problem is that this device saps the sub's power, and has to be time while power is restored.

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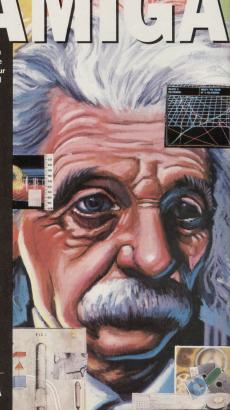
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THE COIN-O The original Double Dragon

coin-op, produced by Technos, was a milestone in arcade history It resurrected the scrolling beat 'em up formula made famous in Irem's Kung-Fu Master and improved on it with numerous features, including more combat moves and the use of various weapons. Perhaps most importantly. Double Dragon was the first such beat 'em up to incorporate two players participating simultaneously. Just imagine, if it wasn't for the Double Dragon coin-op, we might not have topper games like Final Fight or

Billy and Jimmy Lee share everything - the same fashion sense, the same hairstyle, the same deadly martial arts skills and even the same girlfriend! deady martial and skills and even the same girmen. They also share a common hatred of the evil gangster. Mr Big. So, when this veritable kingpin of crime arrives at their house and kidnaps their girlfriend, they're obviously a mite annoyed. Actually "livid with rage" would be a more apt description of their temperament, as they swear vengeance against Mr Big and vow to annihilate his legions of karate-trained hoods.

This all boils down to the usual beat 'em up scenario. Simply travel the horizontally scrolling mean streets, dishing out extreme kung-lu justice to the hardened punks that cross your path. Ot dourse, your opponents enter the fray heavily armed, but if you're cunning enough, you can deprive them of their

anger lurks around every corner.

weapons, pick them up and use them against their owners! Cool, eh? But there's a long journey ahead of the lads, and



Streets of Rage

A number of deadly weapons are available for use the Double Dragons. These include whips (for the pervs among you), aluminium baseball bats, sticks dynamite, rocks, knives and oil drums! Watch out though, because should a punk deck you, you instantly lose possession of the weapon.











A PERILOUS JOURNEY

sections, split into many sma stages. First of all, the Dragons And then the trouble really be





mmy lays into his opposition with the fists Once again, Jimmy is decked by a v





PRICE

Megadrive Double Dragon retails at a cut-down price of £29.99. This is because the original coin-op is pretty old now, so the licence was snapped up at a bargain price. Ballistic hope to release a lot more golden oldie" arcade games at this knock-down price.









GRUESOME

changes through each level.
They're armed with some pretty
deadly moves, so keep your wits
about you.

103 MEAN MACHINES



Groin injuries ahoy!

COMMENT



oin-op, with graphics that are most exactly the same. It







Double Dragon is an old favourite

....... 0

knock out. In the original arcade game the opposition were Gugh and willy and it took a lot of JULIAN practice to battle your way through the game. Sady, on the Megadrive the enemy hardly out up a fight and it doesn it take long before you re punching them all over the shop and cutting a swatte through to the end if finished the game within filters madules of getting it, and ready to the state of the same within filters madules of getting it, and read to use all of the variable per profession, each with seven lives to finish the game on one stitting. There is no leven of difficulty selling in make it.



RELEASE DATE: MAY GAME DIFFICULTY: EASY LIVES: 3 CONTINUES: 6 SKILL LEVELS: 3







PRESENTATION

A fair range of options, but the presentation screens are quite poor.

The backdrops are exactly the same as the coin-op, and the sprites are okay as well.

A series of irritating tunes back the action. and the sound effects are rather lacklustre.

All of the super beat 'em up action of the coin-op is faithfully reproduced here...

...but the game is extremely easy to complete, and there's not much compulsion to return to the game once you've finished it.

An excellent arcade conversion ruined by its complete lack of challenge. We'd like to see more arcade classic games from Rallistiy - but make them harder

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Re

MEGADRIVE

REVIEW

Poor old M Big. All he wanted was someone to was used by the Lee brothers. Mind you perhaps he shouldn't here just here brothers. Mind you, perhaps he shouldn't have just kindapped their grifterhand and led her up. but then that's criminals for you. After the Lees reacued Marion (for it was she), Mr Big goat a bit upset and decided it would be best for all concerned if he were to kill her. Understandably, after all the trouble they went through to free Marion in the first Double Dragon game. Biju and Jimmy Lee were slightly milled by this turn of events and so set out to avenge her death and put a stop to the evil activities of Mr Big.

So begins Double Dragon II, the Megadrive conversion of popular sequel to one of the most successful coin-ops going. You play the part of Billy Lee (and your pal plays Jimmy in two-player mode) and you wander the pseudo-3D horizontally scrolling environment slapping people about until they did the do of the game stands Mr Big and only by killing him can Marion's spirit be truly fail to trest, or



CONTROL METHOD OF DOOM

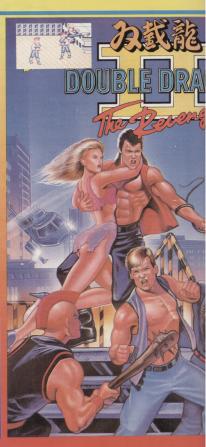
The control method of Double Dragon II is interesting to say the leaks. No matter which way you are facing pressing A results in an attack to the left whilst C aims a blow to the right. B Is used to jump, although you'd need springs on your feet to jump like the Lees. This method makes it much easier to fight your way ord corners, although it still pays to learn the special moves, such as the famous jumping cyclone kick.

COMMENT



What a shambles! The original Double Dragon II coin-op was no great shakes, but this conversion is simply tragic. The graphics are deformed and ungainty, the sound is hopeless and the gameplay is just completely pathetic. Double Dragon I may have been easy to complete, but it was pretty good tru while it lasted. This sequel. on

post opportunity presents of the complete but it was pretty good RICH for unwhile it lasted. This sequel, on ted on the control of the contro







Jimmy lays into two women and their massive, deformed "friend"





COMMENT Lordy me, it would seem Double Dragon II has set

Megadrive

years. The graphics would look poor on a Master System,

RAD the sprites are badly drawn and ly animated and the

backgrounds are oh-so-boring. The sound is feeble in the extreme, with a poor excuse for a soundtrack and crippled effects. Although the control system is quite a novel idea, the

responsiveness is so poor that

short as Double Dragon II is so easy that only Mr No-Hands could fail to complete it on their first go. Beat 'em up fans would

be well advised to run away

from this release at high speeds

it doesn't help much at all. Luckily your suffering is cut

software back

MEGADRIVE



RELEASE DATE: IMPORT GAME DIFFICULTY: EASY LIVES: 3

CONTINUES: 3 SKILL LEVELS: 1 RESPONSIVENESS: DODGY







ENTATION 43%

A few options but that's it really.

Primary-school sprites in shabby colours animate themselves shoddily over boring backgrounds

The sound is conspicuous by its poorness. The tune is bland and the effects follow suit.

The control method takes a bit of getting used to and although it's a good idea it's wasted on the snooze-inducing gameplay.

It's easy, it's boring, it doesn't last very long

A lacklustre conversion of a coin-op that wasn't so great to begin with. There's nothing to do and it just isn't worth the money.

at all.

NINTENDO

REVIEW

Who'd be a martial artist, eh? Take Billy and Jimmy Lee for instance. You might have thought that their unrivalled mastery of combat techniques would assure them a trouble-free life, but it's just not

Perhaps their run of bad luck has something to do with Marion, their mutual glidfriend (an arrangement which perhaps should not be discussed in polite company). First of all, the gif was kidnapped by Neig. gif the professional professional professional professional Big. until the britishers Lee decided to rescue her and destroy the crime empire. Being a bil miffed at this, the evil crime boss shot Marion, leaving the Lee chaps to avenge her death and find someone capable of resurrection her.

In this, the third of the famous Double Dragon series of multi-level scroling best em use, Marion has gone and got herself kidrapped again. This time, Billy and limmy have opted for the easy route - they're going to pay the ransom. The torothe is, the ransom just happens to be the tabled Rosetts Stones, mystical artifacts with great powers! Now the duo once again face many dangers as they tord around the globe in their search for the stones. It really does say a lot for computer dating agencies doesn't!

SLAPPING PEOPLE WITH YOUR TOOL





Although a good old fist in the chops is usually enough to see off evil on the first few excess there's pathing.

Although a good old fist in the chops is usually enough to see off evil on the first few screens, there's nothing like a smack around the head with a broken bottle to put a stop to potential danger. Weapons such as



these are readily available, but be warned - they usually start off in the hands of the enemy fill fift bess degerirates soundly and steal their gear and you need never fear their odrous presence again. To start off your collection you are given a pair of nunchable at the beginning of the game, but be wary, they are extremely cheap and have a nasty tendency to break.

DRAGONS ON A STICK



MARTIAL ARTS MALARKEY



ring their adventures the Lee boys have built up an pressive command of fighting techniques. Once you sume control of one of the Dragons it pays off to rn some of the more complex jovogad and button.



BILLY 1

combinations which result in moves such as spinnli overhead throws and knee kicks, as opposed to sticking to the simple-yet-shambolic punches and kirks which regular button presses produce There are two double-player modes available to prospective teams. The first is a non-contact version of the game, where Billy and Jimmy are unable to hurt each other, but the second is the much more enjoyable competitive mode where the brothers engage a fair proportion of time beating each other senseless. However both modes incorporate the special Flying Dragon move. To perform this technique, one Lee stands still while the other attempts to fiving kick them. The stationary player then spins the attacking one and launches them at great speed at the nearest opponent.





BILLY BARE HANDS

Armed only with his bare hands, Billy takes on two punks in a fight to the death!



This is the room where the first blood in pilled - and there's plenty more to follow.



Billy's about to bottle some unlucky street dweller.

Although the majority of your opponents are scabrou-mercenary lighters, two of the greatest opponents by tace are honourable; if misguided martial arts sense the two men in question are Chin Seimel, China's is-claw grand master, and the supreme kinja sensesi 'Agoyr Ranzou Once defeated, these two see the service of their ways and far from collapsing helpless mot a pool of blood, they add their crossiderable may be considerable. rather smart hardware with which to dispose of ex-allies, namely Chin's iron slashing claws an



This picture of normal American street life is sure to lead to much fist-related activity.



Billy receives a swift cuff to the ribs, knocking the wind out of him



Billy guards himself against a flying kick style



shame they dight is see it to do the same thing with the sound, though, because that's particularly weedy. Still, it's neither of these that really spoils the game. The control method is a little fiddly to start with, it must be said, but you diventually get used to it. What does seal Double Dragon Ill's Dragon III is a very annoying







NINTENDO

REVIEW



BILLY IIII COCCOC COCCO



I AM HIRUKO --- A FRIEND.
I HAVE INFORMATION ABOUT
THE GIRL'S DISAPPFABANCE







COMMENT

Arrrgghhh! I've played this game a lot over the last few months and it's taken me ages just to get off the first level! I just can't understand why

RICH designers chose to make Double Dragon III so difficult. A good challenge increases a game is challenge in the chall

DOUBLE DRAGON

DESCRIPTION

Che Sacred Stones...

BY: ACCLAIM

PRICE: £34.99

RELEASE DATE: TBA
GAME DIFFICULTY: HARD

LIVES: 1 CONTINUES: 0 SKILL LEVELS: 1 RESPONSIVENESS: BELOW PAR







PRESENTATION 81%

Lots of colourful intermissions and good in-game presentation, but only a few options.

RAPHICS

Colourful, detailed and fairly varied sprites and backgrounds, but the sprites are small and quite poorly animated.

SOU

62

A rather pathetic attempt at tunehood warbles away over a few decent effects.

DIAVARII ITV (2007)

The difficulty level is too high, making progress into the game tough and rather off-putting.

LASTABILITY 69%

Double Dragon III is certainly a large game, but only expert players will get any way into it at all.

An arcade conversion that should have

An arcade conversion that should have been great, but sadly isn't due to the very high difficulty level.



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SPECIAL FEATURE

Double Dragon must be one of the most enduring games of all time! It's been converted to virtually every console known to man, has been responsible for a million clones and will soon be turned into a fillind Jaz Rignall rounds up all the Double Dragon software available and gives you his opinion.

DOUBLE DRAGON

GAMEBOY

Although it's not a strict conversion of the original Double Dragon coin-op, this pocket-sized beat 'em up certainly packs a punch. With great graphics and sound, if teatures plenty of thrills and spills as you beat your way through the opposition - who certainly put up a light! There's even a two-player link-up option for simultaneous vigilante antics!

OVERALL 83



DOUBLE DRAGON

GAMEBOY

Not only is this more like the displayment of the original coin op, it also improves on the original Gameboy Double Dragon in every respect! The graphics, sound, playability and depth are all improved, making it an absolute must for beat 'em up lans.













OVERALL 88%

MEAN MACHINES 112



OUBLE DRAI

though it's rather rough d the edges, this is still better ng than its sequel. But where lly comes into its own is in the polay stakes. The action is , with loads of enemy sprites sh. lots of weapons to bash with and a large landscape to







MASTER SYSTEM

Although the graphics are guite smart, the main let-down of this conversion is the rather low difficulty level and the fact that the sprites flicker quite a lot when things get busy. Even so, it's a fun game, and while experts might find they go through this rather quickly, beat 'em up beginners should find the action pretty enjoyable.

OVERALL

DOUBLE DRAGON DOUBLE DRAGON

Graphically, this isn't outstanding - the sprites are small and the backgrounds aren't exactly the tops. Sound isn't great either, being rather weedy and unmemorable. But even though the cosmetics are average, the game does supply some pretty enjoyable beat 'em up action. However, when it comes to the bottom line, you'd be better off buying Double Dragon Il which is better looking and a lot more fun.



OVERALL

OVERALL 83%



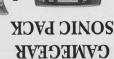
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discrive for sale with two joysticks,
maruals, 30 full price games, 40
budget games. E50 tape recorder.
E50 worth of magazines with free
tapes. Phone David on 0222
491301.

tapes. Phone David on 0222
491301.
PC ENGINE GT handheid, with 5
excellent garms. All boxed, with
instructions and in perfect condition,
grant of the condition of the condition

With 6 games: Ghouls 'n' Ghoets, John Madden, Tunder Force II. Sell for £160. PHone Eddle 600 599386. GAMEGEAR NEW with box, twelve games in one cartridge, AC adaptor. All for £240. Phone Steve on 081-556 4778 ether 7pm.

506 4/7/s ozer jun.

UM MCGADPUE with 5 games inc Cuastance, 2 physical and Jup with Police and a Sparmes and Jup with Police and 5 games and gun export of the police and 5 games and gun expo on 081-888 4-589.

MASTER SYSTEM (physics, 350-glasses, Phaser and eight games (1 bull-in), Ginostaluers, Alebruhum Dynamite Dux, American policebotal, Outru, World QP, Blade Eagle 30, Missale Defence 30, Original Dav. I varianctions, 1280-716 (0494) 437572 after 5pm.

MINTENDO CSS NES advantage,

NIN IENUO 220 NES atovamiento infra rad control pads, nine games Zapper Gun, Dragon Nirija. Casifornia Games, Duck Hunt, Mario. 081-691 7582. GAMEBOY six games, case, magnifler, link up, headphones. All boxed. Worth 5200. Selling for £125 ono. Tel: Paul 0633 21401 0633

COMMODORE 64 for sale. Over 50 top garnes, joystick. Sell for £60 or swap for Gamegear. Phone after 6pm on 04022 23943. Phone quick and I might throw in a mouse.

FOR SALE AMSTRAD 464 CPC.

Perfect condition, colour monitor, printer input and floppy disk input, over 100 games. Best include: F16 Fighter Pilot, 2 Joysticks, All worth over 0300. Mad sell for 2260 ono Contact Bahert on 0237 788900.

MART 🏠

SEGA MEGADRIVE runs all cartridges, three joypads, mini speakers, dust cover and cartridge cleaner. Also Sonic the Hedgehog. Mercs, Alien Storm, Super Hang-on £150. Telephone 081-778 2992. After 7pm and ask for John FOR SALE power glove for NES. brand new Christmas present £30 Tel: 071-237 1538. Phone any time YAMAHA PSS-170 electronic sounds, 10 rhythms, tempo control

SEGA MASTER SYSTEM clus with 7 games, control stick Unwanted present £80. Spect +2. Excellent condition with 57 pames £70. Or I will swap both for a Mega Drive. Contact Richard on

SUPER FAMICOM (SCART) Includes Super Tennis, Augusta Golf, P.S.U. 2 pads. Excellent condition. All boxed £200. Phone

GAMEBOY WITH Tetris £30. Games £10. Many Master Sys games including: Golden Axe, Mickey Mouse, R-Type, Shinobi, Rastan to swap. Your games wanted. Gamegear wanted ately! Cash waiting. Offers or Oldhury Warley West Midlande

SEX JUST KIDDING Nictordo NES with 5 ace games including Megaman 2, Batman, Duck Hunt with zapper gun, all boxed with excellent condition only £125 Telephone 0423 506521. Must sell NEOGEO SCART ENGLISH 2 I/ sticks 5 games. Also II King Monsters, memory card £550, no offers. Bill, 36 Winyates Centre, Redditch B98 ONR, No box, PC engine CD Rom Scart, all boxed. 16 games. Write Bill £380. 36 Winyates Centre, Redditch B98 ONR. No

GAMEBOY 2 player lead. on (0626) 775785 after 5pn NINTENDO FOR SALE 2 joy light gun, 9 great games eg. Th II, Punch Out, Prisoner of War, Topgun II. Robocop, Double Drago SMB 1 (US and Jap convertor) wortl £500, sell £150. Phone (0625)

612711 ask for Matthew Gibbons

SINCLAIR ZX Spectrum + 2 Quickshot II, Turbo Outrun, Batmar many other top titles. Will sell for NINTENDO NES with Mario, Duck

COLLECTORS ITEM Toobiba 64K MSX plus 7 cartridges: Konamis Knightmare, 'Fi-Spirit, Nemesis, Nemesis III. (*cart. includes 8 voice sound chip). Also Irem's R-type

Plus 2 books, and afe cassette games. Yours for £75 (includes p8p). Tel: 0283 761225 ask to

ENGLISH MEGADRIVE Jac adaptor, Immortal, Mercs, PGA Golf, Sonic, Batman, Mickey Mouse sackshot, Might & Magic, Shining in the Darkness, Ghouls & Ghosts Moonwalker, Altered Beast, Battle Golfer, Space Battle Gamola. Go SEGA MEGA CD ROM playe Sega's latest mind blowing creati for the serious gamen (SCART) Boxed, not even been used. It unwanted gift. A bargain at £250 or at £320+. Contact Mart 0376 SUPER FAMICOM and Neo-Geo

nes for sale or swaps. Phone me for a full list on 0742 540431 ask for AMSTRAD CPC 464 computer with

MEGADRIVE 7 games, 1 joypad John Madden '92, Mercs, S.O. Rage, £200, Call Liam 071-237 8420. Will swap for Famicom and games. (Pal Famicom) SPECTRUM 48K computer

Untouchables, Batman and GAMEBOY & CARRYALL light. lead, 8 games – as new £130. Tel 0372 728043 (ask for Tim). GAMEGEAR FOR SALE Columns Mouse, Super Monaco GP and adaptor, all boxed, four months old 7.30pm 071-229 6890. PC ENGINE hand held, inc 2 games, games adaptor, carrying case, £170. All boxed. Phone 061-370 7101 between 6pm-8pm

NINTENDO FOR SALE plus 7 NES FOR SALE incl 7 games incl

NINTENDO WITH robot, zap gun, advantage joystick, plus 11 top games, including SMB 2 + 3.

Syromite, Duck Hunt, Track and Field 2 and Batman. Worth £480 sell for £285 ono. Call Mark after 6pm (0892) 518486 (Tunbridge SUPER FAMICOM Scart + Super Tennis + all lead, boxed as new £150. Tel: 0773 747987 or offer.

GAMEBOY, NEW boxed, Tetris. rechargeabl batteries. light magnifier, only £85. Tel: 0925

MEGADRIVE WITH 8 great games ockey, etc. Just £260. Ring Matt NES GAMES and equipment for

Also Spectrum + 2 with over 80+ games £80, and NES Max £15. Ring mie (0264) 332383 if interested NEW GAMEBOY with 5 games.

Ivo in Holland (31) 43-217-891 MEGADRIVE GAMES Tatsuiin

Gain Ground, Herzog Zwei F22. All NES FOR SALE including Power Glove, Mario Three, Light Gun, TMHT, Captain Skyhawk, Robot, Duck Hunt, Gyromite, £250. Contact Jonathan on 0430 872587. Also Phone for details. Worth over £300!

GAMEBOY 2 player adaptor, light boy, magnifier, American carry case, 12 cartridges, 27 games £400, must go £250. Call (0474) 706847 North West Kent.

MASTER SYSTEM with 5-6 games and game. Phone Ian on 0934 NINTENDO FOR SALE £200 with

527745 (Chichester) after 5.00pm urgent UK MEGADRIVE for sale with 7 games (Mercs, Shinobi, Super Monaco, Thunderlorce III, Road Rosh Golden Ave Altered Reast around £220 but will consider

13 ATARI ST games WWF,

YO! BARGAINS GALORE! two Dragon, Super Mario Land, Turtles games £15 each or swap for Atari Lynx II and/or games. Phone Chris

GAMEBOY GAMES for sale: Ho Alone, Boulderdash, Simpsons £20 each or all for £50. Phone 0592

NINTENDO two joypads, one oystick, seven games, Megaman Three, Double Dragon Three, Dick Link, Super Mario, American, Jap English converted. All for £230 or swap for Super Famicom -22 INTERCEPTOR Mickey Mouse, Strider and many n other great games for sale for just £25. Tel: 041-778 8096 and ask for Luca. I also swap and buy other half decent Megadrive games P.S. only phone after 4pm during weekdays UK MEGADRIVE boxed, two

joypads, Jap convertor, ten gam Road Rash, Quackshot, John Maddens 92, EA Hockey, Streets of Rage, Sonic, Toejam and Earl, Winter Challenge etc. Plus magazines worth £600. Sell for £300

ATARI STFM about 70 gar Lemmings, Lotus Esprit, etc. One joystick, mouse, all leads & mar .g.c. worth £1000. Complete harnain £260. All legit Also get me Gameboy stuff: F1 Race, D Tales £10 each. Noby magnifier £5 Phone Charlie (0527) 20859. NES TWO GAMES for sale. Duc Tales and Protector worth £80, sell

for £50 or £27.50 each. 02407 5870, PAL PC ENGINE + CD ROM unit and four games £280 or swap for Super Famicom + games. Phone GAMEGEAR, 3 games, Shinobi

adaptor, 1 month old, perfect condition, boxed, £120, Fareham FOR SALE: Spectrum 128K. Mary games and interface. 2 joysticks Only £50.0 one. Contact Tim ter on 081-449 0791

MEGADRIVE for sale 2 joypa games including EA Hockey, J. Maddens. Still boxed sell for £185 or swap for a super Famicom. Call Bruce on 081-906 0776 North

SWAP

MD GAMES for swap or sell. Most wanted games: Gynoug, Phantasy Star 2, Gairles and Rainbow Islands one after 5.00pm (0483) 236928 MEGADRIVE: Strider for Ice Hockey or Speedball II, Golden Axe for Arnade Power Stick, Super Volleyhall (without how instructions) £10 or swap for Joypad. Pho nathan on 0243 553012!!!!!!! SWAP C64 over £300 worth games

Master System or sell £100 ono

Contact Graham (0452) 855209

SWAP! My Gameboy with four games, pouch and some mags for your Mega Drive with FIRST version of Sonic. One joypad and one joystick. If you are interested pleezzz pleezzzz phone 055664

280 after 4.00pm. SWAP MEGADRIVE clus controllers eleven games. For Amiga A500 plus games. Consider Atari STE. Must be superb AMIGA 500 plus (IMEG) joystick. £600 worth of games. 60 various discs P.D. etc modulator. Sell £350 or swap for Scart Megadrivé with at least 10 games. Phone 0992 33984 SWAP my Quackshot for 2 good

older games. Also Megadriv wanted with 10+ games will pay E200+. Wotten-uy-Edge, 0453 SWAP MEGADRIVE Immortal for your Madden '92, Sonic for you

PGA Golf, Robocop, Madden '92, or Mercs. Phone Steven (0284) 703460 (Suffolk). YO! Swap my Megadrive, 8 games and box for an Amiga, Tel: Grimsby SM82 TURTLES Off Road

World Cup for Duck Tales, Double Dribbles Blades of Steel, Power Blade, Digger, Robocop, Four Player Tennis or any other good games ring Liam on 0244 677542. MEGADRIVE Carts for swap. Streets of Rage, Eswat Road Rash for Golden Axe, Quack Shot and ofter 5nm 0756 792270 SWAP MY Megadrive with six games inc Streets of Rage, Joi Madden's Super Monaco etc. For a Super Famicom with Final Fight and Super Mario. If interested phone 0260 280 692. Ask for Craig. Will sell

MEGADRIVE brand new with Golden Axe and Altered Beast Will swap for Game Gear and two good games of Lyrx II and three good games. Write to James Harris. ongford Hall, Newport, Shropshire TF10 BLB. Leave address in letter I WILL swap my Nintendo with two games and my Game boy with two games for a Megadrive with 2 games. Phone Matthew on (0625)

MEGADRIVE games to swa Populous Boxing, Super hang On (JAP), John Madden's Supe eague Baseball, Handball for Star Pittighter, Speedball or any good games. Tel 0858 433752. SUPER FAMICOM (Scart) quick sale £120 or swap for PC Engine with CD Rom or Neo Geo. 0273 775291. Ask for Chris. Also S Phillips Monitor for sale £125. Will sell this + Famicom for £220!

GAME BOY I will swan the amazing Adventures of Spiderman for Duck Tales or F1 Race. Ring Danny on 06) 33184. LOOK! Swap Megadrive with 5 games, Sonic, Wonder Boy 3, Fantasia, J.B. Douglers, Altered

Beast and plus Japanese Adapt and 1 control pad with 1 joystock. All for an Amiga 500 with some games. Call Ross on 081-591 7949.

MEGADRIVE I will swap Last Battle for any good game or sell £12. Phone 0483 64970.

SWAP

I WILL swap my Megadrive games Centurion or Quackshot for John Madden's "92" or "F-22" interceptor, call Gareth after 5.00 pm or 04024 50917 both English instructions. But Quackshot needs Jap/Eng convertor.

Japieng convertor. SWAP my Star Flight and Lakers Celtics for Wrestle War, EA Ice Hockey, Joe Montanas 2, or Immortal. Telephone 0292 551134

ather Spm. Ask for Alam MEGADRIVE Product Spice Spice

Dragon, Ninja, Platoon. Will sell £5 a game 0925 765395. WILL SWAP Sonic or G-LOC for Super Kick Off or Italia '90 (master system). Phone 0983 617274 for

Brendan.
MRGA Bargain Game Boy with amplifier, magnifier and four games. WWF, Golf, Marioland, Tetris. Will swap for Game Gear with games. Please phone 071-834 1630, Mondaly to Ficialy between 5.00 and 9.00pm or at the weekend at any stre. Please.

I WILL swap my R-Type, Shinobi, Spatiates, and Wonder Boy in Monster Land for Galfornia Games. Ghou's and Ghosts, indiana Jones, or Capitan Silver. Proce (0273) 512915. Ask for Shuart. HOULD like to kwap my Mintendo N.E.S. with 9 games including Mario 3, Megaman 2, and California games with zapper gui ber extended for the control of t

phone Mold 0352 757064.

GAMEBOY with four games swap for Game Gear or sell for £70. Ring Paul on 071-751 5913.

MEGADRIVE SWAP I have immortal and Mercs (Jap). I want Streets of Race and Road Rash. Tel.

Kevin 0224 722143.

ACORN Archimedes A3000 with monitor, printer and around 100 disks for Megadrive + games o Amiga 500 + games. Tel 0223 210303

210203.

I WILL swap my Nintendo with 4 games for a Megadrive with 2 games. Bargain. For details phone (0273) 471991

I WILL swap my Game Gear with three games, 66 Shonobi, Outun - Muckey Mouse, Plus adaptor for Super Famicions with at least one game. Tel: 081-980 (0898 after four. SWAP my Sonic, Mickey Mouse, Cynoug, Strider for your F22, immortal, Mercs, PGA, Road, Rash, Bonanza Brothers, Lakers Celtics, Granada X, Marcle Madness, Raucous, Thunderbox or Spidermen. Tel Geoff 0222 661065.

I also want Edition No 1 Mean Machines, will pay for MEGADRIVE SWAP: Spiderman for Quackshot or Sonic. Strining in the darkness for any good roll playing game or sell £35. Both games as new. Contact Mark on Q276 £2002. after 6pm. Anylogy.

MEGADRIVE ewap F1 Grand Prix (Jap), Quisackahot (Jap), Monaco GP., Toejam and Earl, Road Rash for your Blockout, Bonanza, Bros, Joe Montana 2, E.A. Ice Hockey, Phantasy Sar 3, Wirestlewar, F1 Circus, Art Alive, Winter Challenge, Calfornia Garnes, Pacmania, Klax Phone Richard 0604 963965.

SWAP or sell my Afterburner (£18). Good condition or G-Loc (£20) almost new for Italia '90. Phone Andy (0438) 721895.

I WILL swap my Sega Master System games Choplifter, Action Fighter and Pro Wrestling for your Castle of Illusion. Phone Joel after, 4.30pm on 0568 615822 or write to – 147A Bargates, Leominster, Heerdordshire HRB 80T.

SWAP Atari STE with lots of games including Final Fight, Moonstroke, Torrican ½ for Amiga 500. Telephone 081-332 0514.

SHINING AND DARKNESS for Phantasy Star III or Sword of Vermillion, Quackshot for Toejam & Earl, Ishido or Klax, Phone Ian 0344 779522.

MEGADRIVE, UK Biedokan, Ghouts n' Ghosts. Up for swaps. Want Quackshot, Desert Strike or Speedball 2. Phone (0252) 845184. MCWI

I WILL SWAP Mickey Mouse, Fire Mustaing, Magic Hat, Battle Squadron, Wrestle War, Soric, Gain Ground Elemental Master. All games considered, especially EA Hockey, PR Fighter Street Smart, Thunder Force III, Gynoug, Phone Richard after 5 on 0602, 703059. SWAP MEGADRIVE games, Hang SWAP MEGADRIVE games, Hang

SWAP MEGADRIVE games, Hang On, Shadow Dance, 688 Atlack Sub, Populous, Herzog, Zwei, Battle Tank Truston, Eswat, Attentumer 2, Chouls & Ghosts, Thunder Force 2, Mercs, Swap for F22 Interceptor, Streets of Rage, John Madden's, Any other good game. After 6pm. 041-941 2309. HANDMELD PC Engine & games to

Proceedings of the Control of the Control of Control of

4.30pm. SWAP MY high quality car stereo on a quick release silde mount (antithet), Auto-reverse, digital, pre-sets + other features for Megadrive, NES, Famicorn, PC Engine GT, Game Boy, Gamegear, Lynx, Phone Cinton 061-870 6623. (Ref. Mean

WILL SWAP my Japanese Converter, Megadrive, 8 games and 2 joypads. Games include John Madders 192. EA los Hockey, Lakers vs Calles, Dick Tracey, WC Italic, Kings Bounty, Golden Axel 1, and Amold Pariners Golf, for 1 megabyte, Amega with 2 joysticks, and TV modulator. Piling Colin on 051:264 0887. SWAP Joe Jam and Earl and

Streets of Rage for Strider or EA Ice Hockey. Call 081-804 1547. NOW! PLL SWAP NES game, (Boy and His Blob, 91%) for Megaman 1 or 2 or any other good game. Call (0296) 712237. SWAP Dick Tracy or Moonwalker

for Road Rash or Lakers v Celtics or other good games. Call Doug on 061-789 1312. After 5pm. I HAVE Japanese version of Rambo 3 (Megadrive). Will swap for other decent game. Call John after 5pm on (0992 469908).

on (0992 469909); STREETFIGHTER 2! Good game innit? Swapp! Woody Pop for Columns (GG), Golden Ave for California Games (MS), Megaman for Castlemania 2 (Game Boy). Also available for swaps: Spiderman, Gremlin's, Gargoyyle's Ouest, (Gameboy). Write to John Chan, 32 The Linnesk, Worksoo. Not.

SWAP MY Duck Tales for your smash TV, Star Wars or The Simpsons. Call Nick on 0705 599767 after 17:30.

THE BULL Head, radio controls

car. Worth £250, will swap for just super Nes, or sell for £150. Tom 021-454 8749. SWAP Lynx with accessories. PAC Land Zarlor, kitcase, all boxed for

Game Gear with game or sell for £70. Ring (0622) 761969. NES: Anyone want to swap my Double Dragon III for your WWF or Blades of Steel. Tel: 0205 750 719. Ask for Michael.

MY ALTERED Beast, Walkman, stereo headphones, and stereo speakers for your zoom, columns or any other decent puzzle or race game (for Megadrive). Columns must be U.K. version. If you are interested call Chris now! (0302) 788419. And don't delay!

I HAVE games like Strider, Mickey Mouse, Sonic etc. To swap for other decent games. Tel 041-778 8096 and ask for Luca. I also buy and sell decent Megadrive games. P.S. Only phone after 4pm during weekdays.

SWAP Sonic, SO Grage, Undeadline, Philiphter, Tecmo World Cup, Rolling Thunder (PAL) for PGA Golf, NHL Hockey, Road Rash, and other good games, like F1 Circus, Harrier Ex. Tel 081-470 3686. After 6pm and ask for Taz.

I WILL swap Black Manta or Bayou Billy for Golf (not Jack Nicklaus Golf), Call Dean on (0504) 882089. 4.30cm-9.00cm.

4.30pm-9.00pm.

I WILL SWAP my Alien Storm,
Golden Axe and Dick Tracy on the
MegaDrive (All Jap) for Revenge of
Shinobi, Shadow Dancer and Valis
III (Eng or Jap). Will swap
separately. Phone Richard on 0.491
38672 during evenings.

FAMICOM swap. Help me or I'm a dead man if I don't get Area 88 very soon. I have Populos and Final Fight. Please help. Phone Jamie on 031-663 0945.

OI YOU. Would you like to swap my Quackshot for F22 Interceptor. Phone 0734 880731. Ask for Allan. Phone after 4pm. BLACK ELECTRONIC keyboard, stand, adapter, worth £140. Self for £80 or swap for Lyrx II and two cames might sell for last one came

preferably California Games.

call after 5nm if possible

(not at weekends) on (0488) 58048

SWAP! My Robocop or Strider for any excellent game or I will sell for a good price. All offers will be considered. Phone James 0923

OH I WILL swap my Ghouls 'n' Ghosts for your Road Rash or Wrestle War. Phone Dan 0635 43559 (5pm-8pm).

AMIGA with 1 Meg upgrade, 3 years guarantee. Loads of games for Neo Geo or sell for £280, vgc. Tel 0572 52544. SWAP F22 Interceptor. Super Hang

52544.

SWAP F22 Interceptor, Super Hang
On, Might and Magic for Starlight,
Shining and the Darkness,
Phantasy Star 2. Call Steve or Caz

YO BOY swap Game Gear with Master Gear and 13 games like Sonic, Golden Axe, Joe Montans, Football and Shinobi. And more for Amiga 500. Good condition with mouse and mat. Phone 081-478 4658. London and SE only. Alex

WILL SWAP Game Boy games, Batman, Gargoyles, Quest, Nemesis, Penguin Wans, Super Mario Land for either Ballon Kid, Side Pocket Golf, Red October, Tennis, Motor Cross Maniacs, Hyper Lode Runner, Phone Stephen 0373 473787 Frome.

with 2 games for an Amiga. Games are Ring Side Angles and Forgotten World. One control pad. Ring 061-728 1159. I HAVE Altered Beast for exchange. I want any other Megadrive game.

Phone 0675 465409.

SWAP Streets of Rage for Road Rash or Wrestle Wars. Phone Chris on 0252 871244. Prefer if in Surrey/ Hampshire area.

MEGADRIVE to swap for PC-Engine with at least 6 games. The best offer accepted. Also Super Tennis + other Famicom games to swap for other titles especially Formation Soccer, Hole in 1, Adventure Island. Also megadrive 2 in 1 Cart to sell. Call Peter (evenings) 0708 726530.

SWAP my Megadrive with eight top rated games including Shadow of Beast, New Zealand Story, Ghouls in Gnosts, Super Monaco, Fantasia and Road Rash for your PAL Famicom with 1 or more highly rated games. Phone Jim on 061-330 9376 GAME BOY games, Gargoyles, Jeopardy, Final Fantasy, Solar Striker, Bubble Bobble, Good games, especially Battletoads, Mogaman, Pacman, Punisher – Jeff 071-538 2273. MEGADRIVE games EA Hockey, Sonic, Ghouls Ghosts, Gynoug, Real Basketball for your Mercs, Pacmaria, Robocop, Batman, Alien

Storm - Jeff 071-538 2273.

I WILL swap John Maddens "91", Thunder Force III or Shadow Dance for your Mercs, Road Rash, Joe Jarr and Earl, Spiderman or Desert Strike, Ring Stephen on (0538) 382462.

SMAP Do you want to swap a Game Gear for my Game Boy. Two games, Robocop, Tetris. Phone 0925 223913.

MEGADRIVE games to swap: Investigations, Mickey Mickey, Alberton, Mickey Mickey, John Maddeins, Populous. I want P22 Interceptor, Desert Strike, Robocop or any other decent games. Write to Matthew Coldman 16 Ashley Crescent. Warwick, Warwickehire CV34 60H. I need these games now! CASTLEVANIA or Spiderman to swap for Robocop, Megaman or Sattman, Mat 1095 677874.

MEGADRIVE with 8 games including immortal and Super Shinobi, will swap for Amiga with games. Call Carl on (0885) 876285. NES I WILL swap my Goal, WWF Wrestling, Shadowgate, Kick Off for young Mario 3, Turbo Racer, Donkey Kong, Phone Garvin on (0885) 64423 for details.

(0865) 84423 for details.

MEGADRIVE with 13 top games,
Japanese convertor, two joypads,
mags for an Amiga A500 and
games. Phone 0376 40134 Now!

SWAP MEGA DRIVE (pal) + 8 games and NES + Mario 2 for PC engine. BT with 2 games or Neo Geo + 1 game. Phone 021-356 8841 after 6pm.

ROLLERGAMES FOR NES good nick, still boxed, will swap for any ful price game. Call Mat anytime on 977 5876 now!!

SWAP MEGA DRIVE (pal) + 8 games and NES + Mario 2 for PC engine, BT with 2 games or Neo Geo + 1 game, Phone 021-356 8841 after 6pm.

ROLLERGAMES FOR NES good nick, still boxed, will swap for any fi price game. Call Mat anytime on 081-977 5876 now!!

MART 🏠

WILL SWAP Gameboy, leads, headphones plus Dick Tracy for

LOADS OF MEGADRIVE games to swap from as little as £4 to £10. New titles and old. Phone Garth 051-426

I WILL SWAP a Megadrive with 12 excellent games, £20 worth magazines, remote control joyp and quickshot joystick, for an Amiga and £100 cash. Swap a £200 fax machine for a Gameboy with games. Contact Mathieu Bieth after 4pm 0753 571283.

ATARI LYNX sale or swap, includes five games, adaptor, lots of extras Swap for similar Gamegear. Phone Simon 091-251 5218

WANTED

3D GLASSES WANTED for M System. Call Marton on Tel: 0923 248974.

PC ENGINE with at least 2 gar will pay between £70 and £85 depending on the condition. Bing Kevin on (0279) 725892 ATARI LYNX with at least 2 gam

(0279) 725892, evenings only. WANTED!! Super Famicom (Scart). Must have 2 lovoads, games and guarantee. Will swap for my 2 radio

controlled cars, Midnight Pumpkin and Super Sabre, both come with £330 Phone Potters Bar (0707) 59908 with offers after 7pm. WANTED! a Sega Gamegear v

at least one game. Will swap for 3-4 Megadrive games. Phone me now

MEGADRIVE GAMES wanted (English or USA only): Wonderboy in Monsterland, Starflight, The Games: Winter Challenge - buy or swap. Also Lyrix and games for sale or swap. Wanted for Gameboy: F1 race and Caesars Palace. Tel (0532) 626180 (Edward) after 6pm

WANTED NEO GEO games for cash or swap for Famicom Engine games. Private buyer, please reply WANTED MEGADRIVE GAMES nd list or telephone Mark Tyzack, 19 Browne Board Fulwell nderland SR6 9HQ, Tel: 091-549

WANTED! SEGA Gamegear and mains adaptor, two games, seventy pounds maximum. Negotiate further mes. Ring 071-736 9612 after

WANTED GAMEBOY with five games, will pay reasonable price interested. Please phone 0925 53743, evenings/weekends.

WANTED PORTABLE PC enging GT with one game. Phone Tom on 081-950 6300. Also Sega Megadrive for sale, four great games, two joypads. Jap adap All boxed as new £180. Phone Ving on 081-950 5299.

GAMEROY GAMES WANTED especially Battle Toads, Blades Steel and Dragon's lair, will pay £10-15. Please phone Giles 0279

WANTED PC ENGINE games: Splatterhouse, Gunhead, Don-Doko-Don, Afterburner, Final Lap Socoer, Gavaga 88, Klax, Leg Axè II, Tennis, Victory Run, P.47. Others considered. Will pay up to £15. Also 5 play adaptor wanted. Tel: 051-546

NEO GEO GAMES wanted. Will pay £45-£65 depending on title. Part-x old for new. Tel: Ben on Halifax (0422) 310383 WANTED PC ENGINE GT and

games. Will swap Gamegear, nine games, PSU and wide gear and cash adjustment. Also Gamegea and Master System games wanted Also sell Gameboy magnifier light for £10. Tel Mark on (0642) 226708. The Boro ANY GOOD SEGA Master System

mes for sale. If so write to: Turlough, Proudstown Road, Navan, Co Meath, Ireland, Write to Stirling Wynne, Please write list and price of games for sale. Also wanted, issues of Mean Machines

WANTED NEO GEO with games also Famicom games wanted, swap my engine GT with games adaptor. boxed 0926 881634

GAMEROY WANTED complete with Marioland, Golf, Price around £65. Must be in good condition. Ring Richard on (0325) 718562

NINTENDO GAMES WANTED willing to pay up to £20. Phone 0980 42037. Ask for Gareth after 7pm. PC ENGINE GAMES wanted urgently, especially Break-in. adius, Panza, Boxing, Final Lap Formation Soccer, PC Kid one and

two, Tennis, Toma, Adventure Island, Parasol Stars. Good prices paid. Send lists to: Ken, 3 Alpine Avenue, Lostock Hall, Preston PR5 WANTED CITADEL COMBAT

must be in good condition with box 383629. Will pay £3 per pack I'LL BUY YOUR broken Famio PC engine. Best prices offered. Ring Alex on (0242) 515459 after

WANTED MEGADRIVE GAMES can pay up to £20. Also willing to swap. Contact Saj after 6pm. Tel: 081-803 2988 for details.

MEGADRIVE GAMES WANTED rs Celtics, Super Monaco, PGA Tour Golf, Bare Knuckle, Pitfighter Road Rash, Budokan, will play up to £25 each. Send list to Darren, 16 Paynesholm, Paston Peterborough, Cambs PE4 7BG. Or

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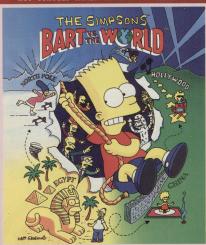
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PREVIEW

HOT CONSOLE GAMES COMING SOON...HOT CONSOLE GAMES COMING SOON...







Those wacky Simpsons are back for their second Nintendo outing! Acclaim's latest cartridge puts you in control of Bart, who's out to save the world from Mr Burns and his crawly burnlick companion, Smithers. This is achieved by guiding the lovable brat around platform screens collecting objects (???).

Interspersing the compelling arcade action are a number of interesting sub-screens. These range from a Simpsons trivia quiz (on which all the MEAN MACHINES crew scored 100%) to a Mario III-style pairs game. There is seven a sliding block puzzle with different Simpsons pictures to assemble for each level!

The first impressions we've had of this game are mixed, but we'll soon be reviewing the game in full, so keep your peepers superglued to the pages of MEAN MACHINES.





NINTENDO



NEW GAME PREVIEW



Ever wanted to get behind the wheel of some of the most exotic sports cars money can buy? Well, now's your chance with Ballistic's latest release, The Duel: Test Drive II.

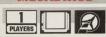
At the start of the game, you choose which classy motor you fancy taking for a spin. At the showroom are the Porsche 959 (top speed: 197 mph), the ultra-expensive 201 mph Ferrari F40 and probably the most desirable car yet devised, the Lamborghini Diablo - with an estimated top speed of around 202 mph!

Once you've made your choice, you select one of three tracks you wish to drive on. Then it's time to burn along the first person perspective 3D roadways, dodging cars and outrunning the police.

The Test Drive series was a massive success on the home computers, so hopes are high for a quality 16-bit road racer. We'll give you the low-down on this game as soon as we receive the finished version.



MEGADRIVE





Carmen Sandiego is a well-known figure in the States, with several computer games, a board game and even a hit TV series to her credit, which is quite surprisseeing as she's an evil time-travelling villain! Now Carmen is to make her Megadrive debut courtesy of those nice people at Electronic Arts Your job, as a Time Police Cadet is to track down Ms Sandiego and her eighty (!) evil cohorts as they wreak havoc throughout time and Where In Time Is Carmen Sandiego certainly has the akings of a great game. The advance version we've seen is eady shaping up beautifully. It's a sort of role-playing and puzzle combination in which you seek out clues which are used as evidence in the Time Courts to grant you an arrest warrant. Some of the clues would be impossible to work out (unless you're as clever as Rad) hout the use of the handy cyclopedia included with the e! If you're after a more lved detective game, keep an eye out for Carmen Sandiego during April (unless she travels

back to Aztec Peru or something).

CARMEN SANDIEGO?



MEGADRIVE







NEW GAME PREVIEW

NINTENDO



Marvel Comics' most ferocious hero, Wolverine, is heading for a Nintendo near you. In this game, you take control of the adamantium-clawed hero,

take control of the satural manufacture eneror. It reversing an eight-way scrolling landscape dealing death to the minions of the twisted mutants Magneto and Sabretooth. All of the levels are split into different tests. For example, level two is a test of your reactions as every inch of the level is bookly-trapped Your mutant Wolverine skills are also taken to task in levels set underwater or even in the dark.

We've cast our beady eyes over the finished game and came away mildly impressed. As a platform game it's very challenging with plenty of variety. However, we got the feeling that for a character noted for his extreme and excessive violence, this game was just a tad too sedate. You'll find out for sure when we review the game in full sometime during the next few months.

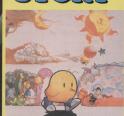




NEW GAME PREVIEW



ZEALAND STORY



Join Tiki the Kiwi on the Sega Master System, as he attempts to rescue his Kiwi chums abducted by a

bloated, but still hungry Walrus.

New Zealand Story is a fine Taito coin-op, boasting many levels of topper platform action as Tiki shoots the Walrus's many minions and rescues his chums one-by-one. Making matters worse are the massive boases that the evil one has deposited at the end of each level. Tiki needs all his cunning to defeat these huge freaks of nature.

As you can tell from the screenshots, New Zealand Star you can tell from the screenshots, New Zealand Store to the coin-op's. It's early days yet, but Tecmagik should be able to cram in all the groovy playability too and come up with a conversion that's at least as cool as the ace Nintendo came.



MASTER SYSTEM



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